

Irving Chernev

# CAPABLANCA'S BEST CHESS ENDINGS

60 Complete Games



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BEST CHESS  
ENDINGS**



J. R. Capabianca

# CAPABLANCA'S BEST CHESS ENDINGS

60 Complete Games

by  
Irving Chernev

Dover Publications, Inc.  
New York

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This book is dedicated to  
my dear wife Selma, with love

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# The accent is on the ending!

The opening of a game is important—and hundreds of books are written on the opening. The opening leads to the midgame.

The midgame is important—and hundreds of books are written on the midgame. The midgame leads to the endgame.

The endgame is important—and no books are written on the endgame!

Yes, there are books, but they concern themselves with composed endings, or with theoretical (and for the most part artificial) positions.

The composed endings are admittedly beautiful, but they are of limited value, as they have no relationship to practical play.

Of the theoretical positions, many have their uses, but one must sift the wheat from the chaff. To what use can we put such knowledge as the procedure for mating with a Knight and Bishop, or with the two Bishops, when an opportunity to do so may not occur in a lifetime? And why burden our minds with the manner of forcing mate with three Knights (believe-it-or-not) or winning with four minor pieces against a Queen (sans Pawns) when such positions as these have never yet been seen on land or sea?

Capablanca himself says: "In order to improve your game, you must study the endgame before anything else, for whereas the endings can be studied and mastered by themselves, the middle game and the opening must be studied in relation to the endgame."

There are no books on endings from real life, no books from the practice of masters in actual play, let alone from the practice of a single master.

This fact alone is enough to justify this book of endings, selected from the tournament and match play of the greatest endgame virtuoso the world has ever seen—the immortal Capablanca.

Here are wondrous endings to enchant the reader, endings of breath-taking artistry.

Here are endings of astonishing accuracy, whose relentless logic will inspire the earnest student to emulate a similar technique—the technique of seeking a clear-cut, efficient win, instead of a display of fireworks.

The games are given in full, in order to show how a slight advantage, acquired in the early stages, is carried forward and exploited in the endgame.

I have annotated the endings in detail (a consideration they have rarely received before) for the better appreciation of the fine points of Capablanca's play, and have given credit to those who have anticipated my findings.

San Francisco

Irving Chernev

And there for an hour, or maybe two, we shall  
enter into that rapturous realm where the  
Knight prances and the Bishop lurks with his  
shining sword, and the Rooks come crashing  
through in double file. *A. E. Gardiner*

*Books by Irving Chernev*

The Golden Dozen: the Twelve  
Greatest Players of All Time  
Capablanca's Best Chess Endings  
Wonders and Curiosities of Chess  
The most Instructive Games of  
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Fred Reinfeld)  
Curious Chess Facts

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# The endings

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## GAME 1

White J. R. Capablanca

Black J. Gorta

Ninth Match Game, Havana, 1901

### Dutch Defence

Despite the importance of the occasion, this being a match for the Championship of Cuba, the 12-year-old Capablanca breezes through the entire game in phenomenally quick time, taking only 24 minutes for the entire 59 moves, an average of less than half a minute per move!

The two players whizz through the opening, skip the midgame, and arrive at the ending in less than 20 moves!

The ending is absorbing enough, though, to make up for anything else that is lacking.

1 d2-d4 f7-f5

The Dutch Defence has been favoured by aggressive players, from Morphy to Alekhine.

Morphy won two beautiful games from Harnett with the Dutch, demonstrating in each of them incidentally his skill in the endgame.

Alekhine, needing a win to capture first prize in the Hastings 1922 Tournament, chose the Dutch as a fighting weapon against Bogolyubov. His faith was not misplaced, as he won the game in

glorious style (the details of which can be found in *The Golden Dunes* on page 265).

Botvinnik, a connoisseur of this defence, used it in his game against Spassky at Groningen in 1948. He launched an irresistible Kingside attack when he obtained the initiative, and demolished his opponent in 28 moves.

2 e2-e4 f5xe4

3 Nb1-c3 Ng8-f6

4 Bc1-g5

White has a good alternative here in the Staunton Gambit, beginning with 4 f2-f3, when the play might go as follows: 4 ... e4xf3 5 Ng1xf3 g7-g6 6 Bf1-d3!, and 7 h2-h4 followed by 8 h4-h5 offers prospect of an attack for the Pawn.

4 ... e7-e6

Black does not make the mistake of protecting the Pawn by 4 ... d7-d5, as that allows 5 Bg5xf6 followed by 6 Qd1-h5+, and White recovers the Pawn with advantage.

Nimcowitch against Johner at Carlsbad in 1929 proceeded with 4 ... b7-b6 5 f2-f3 e4-e3 6 Bg5xf6

## Ending 1

e7-e6 7 Qd1-d2 d7-d5 8 0-0-0  
 e7-e5 9 Bf1 b5+ 8c8-d7  
 10 Bb5xd7+ Qd8xd7 11 Ng1-h3  
 Nb8-c6 12 Rh1-e1 0-0-0  
 13 Qd2-e2 c5-c4, and won a fine  
 game.

- |    |        |         |
|----|--------|---------|
| 5  | Bg5xf6 | e7xf6   |
| 6  | Nc3xe4 | d7-d5   |
| 7  | Ne4-g3 | Qd8-e7+ |
| 8  | Qd1-e2 | Qe7xe2+ |
| 9  | Bf1xe2 | Bf8-d6  |
| 10 | Ng1-f3 | 0-0     |
| 11 | 0-0    | Bc8-g4  |
| 12 | K2-h3  | Bg1xf3  |
| 13 | Ba2xf3 | Bb6ag3  |
| 14 | f2ag3  | Nb8-d7  |

Corzo has relinquished any advantage the two Bishops might have given him, and seems to be playing for a quick draw.

To his sorrow he learns that one does not arrive at a quick draw with Capablanca by exchanging pieces. It was in the handling of the consequent positions that Capablanca was unrivalled: they often turned out to be not so simple as they appeared.

- |    |        |         |
|----|--------|---------|
| 15 | Rf1-e1 | Ra8-e8  |
| 16 | Kg1-f1 | f6-f5   |
| 17 | Re1xe8 | Rf8xe8  |
| 18 | Ra1-e1 | Ra8xe1+ |
| 19 | Kf1xe1 | Nd7-f6  |
| 20 | Ka1-d2 | Nf6-e4+ |
| 21 | Kd2-e3 | Ne4-d6  |

H 21 ... Ne4xg3 22 Kc3-f4 Ng3-f1  
 (ready to meet 23 Kf4xf5 with  
 23 ... Nf1-e3+ winning a Pawn for  
 Black) 23 Bf3-e2 N1-d2

24 Kf4xf5, and White's King has  
 gained ground.

- |    |        |        |
|----|--------|--------|
| 22 | Bf3-e2 | Kg8-f7 |
|----|--------|--------|

A preferable course was  
 22 ... g7-g5, to keep White's King  
 at bay.

- |    |        |        |
|----|--------|--------|
| 23 | Ka3-f4 | Kf7-g6 |
|----|--------|--------|

## Ending 1

Position after 23 ... Kf7-g6

Corzo



Capablanca to move

The position may look drawish, but it is to Capablanca's liking; he often manages to squeeze a win out of a theoretical draw.

In discussing the relative worth of Knight and Bishop, Capablanca once remarked, 'The weaker the player, the more valuable the Knight is to him, but as a player increases in strength the value of the Bishop becomes more evident to him, and of course there is, or should be, a corresponding decrease in the value of the Knight as compared to the Bishop.'

24 h3-h4

Clearly, this is to prevent

24... g7-g5+

24... g7-g6

Not at once 24... h7-h6 (to support 25... g7-g5+) as 25 h4-h5 stops that little scheme.

25 g3-g4 h7-h6

Still intent on advancing the Knight Pawn, but he gets no chance to do so.

26 g4-g5+ h6xg5+

27 h4xg5+ Kf6-e7

28 g2-g4 f5xg4

29 Be2-d3! Nd8-f5

This results in White's getting an outside passed Pawn—an advantage, as its threat to move on ties down Black's pieces.

David Hooper suggests

29... Ke7 (?! Instead, when 30 Kf4xg4 Nd6-b5 31 c2-c3 Nb5-c7 offers good drawing chances.

30 Kf4xg4 Nf5xd4

After 30... Ke7 e6 31 Bd3xf5+ g8xf5+ 32 Kg4-h4, Black will have to abandon the Pawn as soon as his Queenside Pawns run out of moves.

31 Bd3xg6 c6-c5

32 Kg4-h5 Nd4-e6

Black must bring his passed Pawn to the Kingside to prevent the passed Pawn from pushing on.

33 Kh5-h6 Ke7-f8

34 Bg8-f5 Ne6-g7

Black must be cautious. If he becomes ambitious and moves the Knight to d4, this could result:

35 Bf5-d7 Nd4xc2 36 g5-g6

(threatens 37 Kc6-h7) Kf8-g8

38 Bc7-e6+ Kg8-h8 39 g6-g7 mate

Or if 34... Ne6-d4 35 Bf5-d7

Nd4-f3 (to get back to the King

side) 36 g5-g6 Nf3-c5 37 g8-g7+

Kf8-g8 38 Bc7-e6+ Ne5-f7+

39 Kc6-g6, and White mates next move.

35 Bf5-c8 b7-b6

36 g5-g6 d5-d4

37 b2-b3

This prevents the c-Pawn from advancing.

37... Kf6-g8

38 e2-e4

And this holds back the b-Pawn.

38... Kg8-f8

39 Bc8-g4 Ng7-e6

40 Kc6-h7 Ne8-g7

41 Kh7-h6 Ng7-e8

42 Bg4-e2 Ne8-g7

43 Be2-c4 Ng7-e6

44 Kh6-g5 Kf6-e7

If 44... Kf8-g7 45 Bc4-b5 Ne8-d6 46 Bb5-d3 Nd6-e6 47 Kg5-f5, and the King wanders over to the Queen-side to pick up some Pawns, his own passed Pawn being protected.

45 Kg5-f6 Ne8-g7+

46 Kf5-e6 Ng7-h6

Black dare not shift forces to the Queen-side. If 46... Ke7-d7 for example, there follows 47 Ke5-f6 Ng7-e8+ 48 Kf6-f7 Ne8-d6+ 49 Kf7-f8, and Black must give up his Knight for the passed Pawn.

47 Bc4-e2 Nh6-g7

48 Ke5-e6 Ng7-e8

## Game 2

On 48 ... Kc7-d7 49 Bc2-g4+ forces the King to an unpleasant decision: moving to e7 will lose the Queen-side Pawns, while moving to c7 will cost the Knight his life.

This is the position:



Position after 48 ... Ng7-e8

49 Kd5-e6 Ne8-g7  
50 Kc6-b7 Kc7-d6  
51 Kb7-a7 Kd6-c7

52 Ke7-e8 Ng7-e8  
53 Bc2-f3 Ne8-g7  
54 Bf3-d5 Ng7-e8

On 54 ... Ng7-f5 55 Bd5-e4 Nf5-g7 56 Kc6-b5 Ng7-e8 57 a4-a5 Ne8-d8+ 58 Kb5-a6 Nd8-e4 59 a5xb6+ Kc7-b8 60 g8-g7 Ne4-f6 61 Ka5-b5 Kb8-b7 62 Kb5xc5 Nf5-g6 63 Kc5xd4 and White wins (Hooper).

55 Bd5-f7 Ne8-g7

By this time the Knight must be heartily sick of moving from e8 to g7 and back again.

56 Kcd-b5 Ng7-f5  
57 a4-a5 Nf5-d6+  
58 Kb5-a6 b6xa5

No better is 58 ... Nd6-f5 (to head off the Pawn) as 59 a5xb6+ Kc7-b8 60 Ka5-b5 breaks down all resistance.

59 g6-g7 Black Resigns

## GAME 2

White: J. R. Capablanca

Black: J. Corzo

Eleventh Match Game, Havana, 1901

Queen's Pawn Opening

'Considering my age and experience,' says Capablanca, 'this game is quite remarkable; even the endgame was very well played by me.'

Senior Capablanca is unduly modest. The game is one of the most remarkable of his entire career. It surpasses any accomplishment by such other prodigies as Morphy, Reti, and Fischer.

There is a beautiful Queen sacrifice in the middlegame, but it is not meant to startle the natives. The Queen is sacrificed as the quickest and most effective means of reaching a favourable endgame.<sup>1</sup> Truly a magnificent concept!

The endgame is conducted with elegance and accuracy—characteristics of Capablanca's play.

An impressive feature of this 60-move masterpiece is that it was dashed off in the singularly short time of 42 minutes!

1 d3-d4 d7-d5  
 2 Ng1-f3 c7-c5  
 3 e2-e3 Nb8-d6  
 4 b2-b3 e7-e5  
 5 Bc1-b2 Ng8-f6  
 6 Nb1-d2 c5xd4

There was no hurry to make this exchange. The recipe called for more development by 6... Bf8-e7 or 6... Bf8-d6.

7 e3xd4 Bf8-d6  
 8 Bf1-d3 0-0

Black plays mechanically, and thereby misses a good opportunity. With 8... Qd8-e7! he threatens to force a break in the center by 9... e6-e5, as well as to get rid of White's potentially strong Queen Bishop by 9... Bf8-e3.

9 0-0 Nf6-h5

The object of this move is to induce the reply 10 g2-g3 (which does White no harm) but it loses time. Black should centralize instead by 9... Nd6-b4, 10 Bd3-e2 Nf6-e4 followed by 11... f7-f5.

10 g2-g3 f7-f5  
 11 Nf3-e5 Nf6-e6

Of course not 11... Bd6xe5  
 12 d4xe5 g7-g6 (on 12... Qd8-e8  
 13 Bb2-a3 Nd6-e7 14 Ba3xe7 wins a piece for White) and Black's position has deteriorated, the black squares near his King being immediately weak, while his remaining Bishop is virtually imprisoned by

the many Pawns standing on white squares:

12 f2-f4 Bd6xe5  
 13 Nxe5 Nf6-g4

Or 13... Nf6-e4 14 Bg3xe4 f5xe4 (but not 14... d5xe4 when 15 Nd2-c4 threatens to plant itself at d6, is too painful to bear) 15 Rf1xf5+ Qd8xf5 16 Qd1-e2 and White maintains the pressure.

14 Qd1-e2 Qd8-b6  
 15 Nd2-c3 Bc8-d7  
 16 a2-a3

This wards off the menace of 16... Nd6-b4 followed by removing one of the Bishops.

16 ... Kg8-h8  
 17 h2-h3 Ng4-h6  
 18 Qe2-f2 Nf6-f7  
 19 Kg1-g2 g7-g5

Strange as it may seem, this move renders Black's King vulnerable to attack on the long diagonal by the Bishop hidden away at b2.

20 e3-g4! Nf6-e7

This is better than 20... f5-f4 when 21 h3-h4 opens up the Rook file for the benefit of White's pieces.

21 Qe2-e3 Rf6-g6  
 22 Ra1-e1 Ne7-g5  
 23 g4xf5 Ng5-f4+  
 24 Kg2-h2 Nf4xd3  
 25 Qe3xd3 e6xf5  
 26 c2-c4!

Black's Queen Pawn must be destroyed! Once it is gone, White's pieces can release their pent-up power.



## Ending 2

26 ... Qd5-e6

27 e4xe5 Qe6xe5

28 e5-e6!

Seizes a grand combination. To checkmate? No, checkmate appears in the notes. The point of the combination, which includes a Queen sacrifice, is to clear away some pieces, and leave White with the superior endgame.

28 ... Bc7 b5

Black avoids the capture by 28 ... Bc7xe6, when 29 Re1xe6 Qd5xe6 30 e4 d5 disc.h is the previous consequence.

29 Qd3xb5!

Beautiful!

29 ... Qd5xb5

30 e4-d5+ Rg8 g7

31 e6xf7 h7-h6

32 Nf3-g4 Qb5xf1

If 32 ... Qb5-d7 (so that the Queen stays on the diagonal leading to e6) the win would be achieved, according to Capablanca, by 33 Nd4xf5 Qd7xf7 34 Bb2xg7+ Kh8 h7 35 Re1-e7 Qf7xd5 36 Bg7 e5+ Kh7 g6 37 Re7 g7+ Kg6 h5 38 Nf5 g3+ Kh5 h4 39 Rf1 f4+ g5xh4 40 Rg7 g4 mate! (Esquena!)

33 Re1xf1 Rg7xf7

34 Rf1xf5 Rf7xf5

35 Nd4xf5+ Kh8-h7

## Ending 2

Position after 26 ... Qd5-e6

Color:



Colorless to move

Capablanca conducts the ending with the refined technique of a mutual master.

He has a slight material advantage with two minor pieces against a Rook, while the passed Pawn is a positional advantage, as its advance must be prevented at all cost.

Capablanca plans to keep Black's King from approaching the Pawn, while his own King will move towards the center to assist its advance.

36 Nf5-e7!

Cuts the King off from the center. The Knight and Bishop control all the exits, in fact.

36 ... Rf8-f8

Threatens to win a piece by

37 ... Rf8-f2+.

If 36 ... Rf8-e8 instead,

37 e5-d6 Rf8-d8 38 Bb2-e5, and

White brings his King up the board.

37 Kh2-g2 h6-h5

38 d5-d6 g5-g4

39 h3xg4 h4xg4

40 Bb2-e6

It would not do to attack the Pawn, as after 40 Kg2-g3 Rf8-f3+

41 Kg3xg4 Rf3xb3, and Black has vigorous counterplay.

40 ... Kh7-h6

Now 40 ... Rf8-f3 has little effect.

There could follow 41 Be5-d4 Rf3-d3 42 Ne7-f5 Kh7-g6 (or 42 ... Rd3-c3) d3-d6-d7, and White wins.

41 e6-d7!

Threatens 42 Be5-c7 and 43 d7-d8 (Q), winning the Rook for the Pawn.

41 ... Rf8-d8

Does this win the precious Pawn?

42 Ne7-g8+!

Not quite, as we shall see. Corzo himself says of this move, 'Otra jugada de maestro!'

42 ... Rd8xg8

O- 42 ... Kh6-g6 43 Ng8-f6 Kg6-f7 44 Be6-c7, and Black must give up his Rook.

43 Be6-c7 Kh6-g6

44 d7-d8(Q) Rg8xd8

45 Be7xd8 b7-b6

46 Kg2-f2

Did Capablanca miss a quicker win?

If 46 Kg2-g3 Kg6-f5 47 b3-b4

Kf5-e4 48 Kg3xg4 Ke4-d4

49 Kf4-f6 Kd4-c3 50 Kf4-e4

Kc3-b3 51 Ke4-d4 Kb3xa3

52 Bd8-e5, and White wins.

Perhaps he did, but Capablanca

saw one line of play leading to a

win, and that was enough. There was no reason to look for another way.

46 ... Kg6-f5

47 Kf2-e3 Kf5-e5

48 Ke3-d3 Ke6-d6

49 Kd3-c3 g4-g3

50 Bd8-h4 g3-g2

51 Bb4-f2

Clearly, the Bishop is to retreat to the passed Pawn, while the King will try to get to Black's Q-side Pawns.

51 ... e7-e6

52 b3-b4 Kd6-e4

O- 52 ... e6-e4 53 Kc3-d3 Kd5-e5

54 Bf2-g1 Ke5-d5 55 Bg1-d4

Kd5-e6 56 Kd3-e4 Ke6-d6

57 Bc4-e5+ Kd6-e6 58 Be5-b2

Ke6-d7 59 Ke4-d5, and White wins the Q-side Pawns.

53 Bf2-b6

White is not tempted into capturing hastily, for if 53 b4xa5 Ke4-d5 follows and White cannot win, as his Bishop does not control the Queening square e6.

53 ... Ke4-d5

54 Kc3-d3 Ke6-d6

55 Bb6-g1 Ke6-d5

56 Bg1-h2 Ke5-c6

57 Kd3-d4 e6-e4

Corzo has failed to tempt his opponent into taking the Rook Pawn, but he still has a little trick up his sleeve.

58 Kd4-e5 Ke6-b6

59 Ke5-d5 Kb6-a6

Corzo's last hope is that Capablanca

### Game 3

will make the natural move  
60 Kc5 c6, when the reply forces a  
draw: 60 ... g2-g1Q!  
61 Bh2xg1, and Black is stalemated!

But Capablanca was not to be  
caught by traps, neither as a child  
prodigy, nor in his adult chess career.

### 60 Kc5-c6! Black Resigns

It is worth repeating that Capablanca  
took less than a minute per move  
for the whole of this astonishing  
game. Queen sacrifice and all!

## GAME 3

White F. J. Marshall

Black J. R. Capablanca

Fifth Match Game, New York,  
1909

### Queen's Gambit Declined

Nobody but nobody ever used the  
tactical weapon of *zwischenzug* to  
such good effect as Capablanca.

This witty interposition of an  
unexpected move before making an  
obvious reply (such as a recapture)  
usually changes the state of affairs.  
There may be no intent to discon-  
cert the opponent, but it often gives  
him a bit of a jolt.

Capablanca's games abound in  
these clever little *zwischenzüge*, and  
they offer evidence of the thought  
he put to win the most natural  
moves before making them.

1	d2-e4	e7-d5
2	e2-e4	e7-e6
3	Nb1-c3	Ng8-f6
4	Bc1-g5	Bf8-e7
5	e2-e3	Nf6-e4

Capablanca knew little opening  
theory at that time, but was  
impressed by Lasker's success with  
this move against Marshall, and  
decided to try it himself.

6	Bg5xe7	Qd8xe7
---	--------	--------

7	Bf1-d3	
---	--------	--

A better course was 7 e4xd5  
Nc4xc3 Bb2xc3 e6xc5  
Qc41-b3, and White's pressure on  
the Knight file makes it difficult for  
Black to develop his Bishop.

7		Ne4xc3
8	b2xc3	Nb8-d7
9	Ng1-f3	Q-d
10	Qd1-c2	b7-h6
11	O-O	e7-e6
12	Rf1-e1	d6xc4
13	Bc3xc4	b7-b8
14	Qc2-e4	

Capablanca points out that this  
attractive-looking move not only  
gains White no advantage, but  
practically compels Black to post  
his pieces to good effect—his  
Bishop at b7, the Knight at f6, and  
the Rooks at e8 and d8, from  
which squares they can attack the  
center.

14 ... Rf8-b8  
 15 Bc4-c3 Nd7-f6  
 16 Qe4-f4 Be8-b7  
 17 e3-e4 Rf6-d8  
 18 Re1-g1 Rb3-c3

'Black's moves are timed,' says Hans-Martin Holm, 'with a precision that discloses the mind of a master player.'

19 Re1-e3

White's position looks imposing, but a few sharp moves by Capablanca expose the weaknesses:

19 ... e5xd4  
 20 c3xd4 Rc8-c3  
 21 Bc3-b1 g7-g5!  
 22 Nf3xg5

Rather than submit tamely to the loss of a Pawn by 22 Qf4-g3 Rc3xe3 23 f2xe3 Nf6xe4, Marshall takes his chances on firing up an attack by giving up a Knight for two Pawns.

But, as the old novelists used to say, he reckons without his host:

22 ... Rc3xe3  
 23 Qf4xe3

On 23 f2xe3 Nf6 h5 followed by 24 ... Qe7xg5 wins quickly.

23 ... Nf6-g4  
 24 Qe3-g3 Qe7xg5  
 25 h2-h4

If 25 Qg3-c7 Rb3-c3 26 Qc7xb7 Rc3-e1 27 Qb7-b8+ Kg8-g7 28 Rd1-f1 Qg5-c2, and the threats of mate by 29 ... Qd2xh2+, or by 29 ... Rc1xh1+, cannot both be parried.

25 ... Qg5-g7

26 Qg3-c7 Rd8xd4

Although this pretty move led to a win, Capablanca commented objectively that the better move, overlooked by all the analysts, was 26 ... Qg7-f6, whereby the King is provided with a flight-square at g7. This would have spared him some trouble.

'I was highly gratified,' says he, 'because of the excellence of my play in this position, while in reality I could have done better.'

27 Qc7-b8+ Kg8-h7  
 28 e4-e5+ Bb7-e4  
 29 Rd1xd4 Be4xb1  
 30 Qb8xa7

## Ending 3

Position after 30 Qb8xa7

Capablanca to move



Marshall

Black has a bit of material advantage, with Knight and Bishop against a Rook.

He will try to initiate an attack on the King, while keeping a

### Ending 3

weather eye open on White's potentially dangerous Queen Rook Pawn.

30 ... **Ng4e5**

Threatens 31 ... **Ne5-f3+** winning a whole Rook.

31 **Rd4-f4** **Bb1-a4**

Now the idea is 32 ... **Ne5-f3+** 33 **Kg1-f1** (if 33 **Kg1-h1**, **Qg7-a1** mate) 33 ... **Qg7-a1+** 34 **Kf1-e2** **Qa1-e1** mate.

Meanwhile the Bishop is safe, as after 32 **Rf4xe4**, chess follows:

32 ... **Ne5-f3+** 33 **Kg1-f1** (if 33 **Kg1-h1**, **Qg7-a1+** and mate next) 33 ... **Nf3-c2+**, and the Rook comes off.

32 **g2-g3** **Ne5-f3+**

33 **Kg1-g2** **f7-f5**

34 **Qa7xb6**

An attempt to simplify instead by exchanging Queens, leads to disaster, thus 34 **Qa7xg7=** **Kh7xg7** 35 **Rf4xc3** **Kg7-g6**, and White is in zugzwang. Sooner or later he will have to play **g3-g4**, when the reply ... **f5-f4** or ... **f5xg4** will win the pinned Rook.

34 ... **Nf3xh4+**

35 **Kg2-h2**

If 35 **Kg2-h3**, **Qg7-a1** would win at once (Capablanca).

35 ... **Nh4-f3+**

36 **Rf4xf3**

White decides to fight it out with a passed Pawn against a Bishop, the alternative being 36 **Kh2-g2** **Nf3xg6+** followed by 37 ... **Qg7-a1** winning.

36 ... **Be4xf3**

37 **Qb6xe6** **Bf3-e4**

38 **f2-f3** **Be4-d3**

39 **Qe6-e5** **Qg7-b2+**

40 **Kh2-g1** **Bd3-b1**

This pretty system-like move provides a hiding place for the Queen at e1.

'It is from now on' says Capablanca, 'that it can be said that I played well. The ending is worth studying.'

41 **e2-e4** **Qb2-a1**

The Queen now attacks the passed Pawn, and at the same time threatens to win the Queen by a discovered check.

42 **Qe6-b7+**

But not 42 **Qe6-f7+**, as

42 ... **Qa1-g7** forces an exchange of Queens or wins the g-Pawn.

42 ... **Kh7-g8**

43 **Qb7-b6+**

White checks at this square and not at c6 for two reasons: (a) he wants the Queen on a black square, out of range of a possible discovered attack by the Bishop, and (b) he wants to protect his Rook Pawn when it moves up a square.

The importance of the fact that the Queen is now at b6 and not at c6 will be seen later, and is proof that Marshall did not miss a forced mate.

43 ... **Kg6-h5**

44 **Kg1-h2** **Bb1-a2**

This is the position:



Position after 44 ... Bb1-a2

It is at this point that the critics, judging White's Queen erroneously at c8, stated that Marshall missed a mate or win of the Queen by 45 Qc8-e8+ Kh5 g6 46 f3-e4+ Kg5-g4 for 46 ... Kg4-h5 47 Qc8-h8+ 47 Qc8-a2 mate.

The position appeared in *Chess Review* in June 1933 in Brand's column *Mistakes of the Masters*, in De Mott's *Book of Combination*, in Gutsmayer's *Schach Praktiker*, in *Chess* for March of 1951, in Abraham's *The Chess Mind*, in Alexander's *Penguin Book of Chess Positions*, and I have no doubt in many other chess books and chess columns.

Typical is such a reaction as that of Abraham, for example, who said, 'Thus we find Marshall missing one of the few opportunities given him by Capablanca.'

It struck me as strange that Capablanca should fall into a mate, and just as strange that Marshall should miss it. For Marshall had as

keen an eye for a mate in five as anyone that ever lived. I have seen him solve in a twinkling problems that baffled other masters.

It would seem that critics copy from one another, without looking up the original score of the games before finding fault with the player concerned.

For the sake of the record Marshall never missed a golden opportunity to checkmate Capablanca, as the latter never gave him the chance to do so.

Now, back to New York, in 1909, and the fifth game of the match.

45 Qb5-e8

Now there is a threat of 46 Qb5-e8+ leading to mate, as well as the brutal one of instant mate by 46 Qb5xf5+.

45 ... Kh5-g6

46 e4-e5 Qa1-d4

47 Qb5-c8+ Qc4-h6

48 Qc8-e8+ Qf6-f7

49 Qc8-e4 Qf7-e6

50 e5-e6

White has no more checks, and this is all that's left.

50 ... Qe8-a2+

But Black has a powerful check on tap, and he uses it.

51 Kh2-h3 Ba2-e5

52 e6-e7 Bd5xf3

53 White Resigns

There are still no checks, and mate in two is threatened.

'In the handling of this endgame,' says Hermann Helms in the *American Chess Bulletin*, 'Capablanca has provided a rare treat.'

## GAME 4

White F. J. Marshall

Black J. R. Capablanca

Twenty-third Match Game, New York, 1909

### Queen's Gambit Declined

Capablanca makes it look easy! With the smooth effortless skill of a born magician, Capablanca makes a few deft passes, and the position on the board changes right before your eyes!

In just a few brief moves, Capablanca manages to obtain a Queenside majority of Pawns. This slight positional advantage is enough, in his talented hands, to be decisive.

The Pawns advance at every opportunity, and their steady progress eventually compels Marshall to give up a piece to prevent one of them from Queening.

The continuation from that point on is unusually interesting. In only fourteen more moves, Capablanca, who has won a Bishop for two Pawns, weaves an air tight mating net around Marshall's King.

- |   |        |       |
|---|--------|-------|
| 1 | d2-d4  | d7-d5 |
| 2 | c2-c4  | e7-e6 |
| 3 | Nb1-c3 | e7-e5 |

Highly recommended by Tarrasch, this defense was used to good effect by Mieses in his second match game with Rubinstein.

- |   |        |        |
|---|--------|--------|
| 4 | e4xe5  | e6xe5  |
| 5 | Ng1-f3 | Nb5-e6 |
| 6 | g2-g3  | Bc8-e6 |

Improving on Capablanca may be like majestee, but I would suggest instead the development of the K

side by 6... Ng5-f6 7 Bf1-g2 Bf8-e7 8 0-0 0-0, as preferable.

- |   |        |        |
|---|--------|--------|
| 7 | Bf1-g2 | Bf8-e7 |
| 8 | 0-0    | Ng5-f6 |
| 9 | Bc1-g5 |        |

The stronger line, discovered years later, is 9 d4xc5 Bc7xc5 10 Nc3-e4 Bc5-e7 11 Bc1-e3 0-0 12 Nf3-d4, and White's position is superior.

- |   |     |         |
|---|-----|---------|
| 9 | ... | Nf6-e4! |
|---|-----|---------|

A good move which frees Black's game.

- |    |        |        |
|----|--------|--------|
| 10 | Bg5xe7 | Qd8xe7 |
|----|--------|--------|

"Would anyone defending against the Queen's Gambit want a better position than this after ten moves?" says Tarrasch proudly in justification of his pet line, the Tarrasch Defense.

- |    |        |
|----|--------|
| 11 | Nf3-e5 |
|----|--------|

But not 11 d4xc5 Ne4xc3 12 b2xc3 Qe7xc5, and White's Q-side is broken up.

In the Rubinstein-Mieses game, White's 11 Ra1-c1 led to play which enabled Mieses to exploit his positional advantages—pressure on the open file, and a Q-side Pawn majority. The continuation is interesting, the more so as Rubinstein the Giant-killer is not often beaten so quickly and decisively.

The game (after 11 Ra1-c1) went

on like this: 11 ... Ne4xc3  
 12 Rc1xc3 c5-c4 13 Nf3-e5 0-0  
 14 b2-b3 Qe7-b4! 15 Qd1-c2  
 Ra8-c8! 16 Rf1-d1 b7-b6 17 f2-f4  
 Ne5xe6 18 f4xe5 a7-a5 19 b3xc4  
 Rc8xc4 20 Rc3-b3 0-0 20 Rc3xc4  
 Qe4xc2 21 Rd1xd2 d5xc4, and  
 Black will soon have two connected  
 passed Pawns! 20 ... Qb4-a4  
 21 a2-a3 Rf6-c6! 22 Bg2-f1 Rc4-c2  
 (the slightly seventh rank!)  
 23 Qd2-e1 b5-b4 24 Bf1-c3  
 Qe4xc2!, and White resigned in  
 view of what might follow:  
 25 Bd3xc2 Rc3xc2 26 Rd1-b1  
 Rc2-g2+ 27 Kg1-f1 Be6-h3, and  
 White is helpless to ward off the  
 threats of mate.

11 ... Ne4xc3!

This is better than trying to break  
 up White's Pawns by 11 ... Ne4xc3  
 12 b2xc3 Ne6xc5 13 d4xe5 Qe7-d7  
 14 f2-f4 0-0 15 Qd1-c2, and White  
 has a respectable game.

12 Nc3xe4 d5xc4

13 e2-e3

But not 13 Bg2xe4 Be6-h3, and  
 suddenly three of White's pieces are  
 attacked.

13 ... Ne4-f3+

14 Ne5xf3 e4xf3

15 Qd1xf3 0-0

16 Rf1-e1

Marshall avoids 16 Qf3xb7, as after  
 16 ... Qe7xb7 17 Bg2xb7 Ra8-b8  
 18 Be7-c4 Rb7xb2 Black has a  
 passed Pawn, and a flock on the  
 seventh.

16 ... Ra8-b8

17 Qf3-e4

Threatens 18 Bg2-h3, which would  
 either lead to an exchange of  
 Bishops, or induce a weakening of  
 Black's Pawn structure by  
 18 ... f7-f5.

17 ... Qe7-e7

18 Rc1-c3

## Ending 4

Position after 18 Rc1-c3

Capablanca to move



Marshall

Capablanca has a slight positional  
 advantage for the endgame in his  
 Queen-side Pawn majority—in most  
 cases a more effective weapon than  
 a King-side Pawn majority.

Black plans to get his Queen-side  
 Pawns rolling at every opportunity.  
 An exchange of Pawns leaves two  
 Pawns to one, and a further  
 exchange will leave him with one  
 Pawn to none.

This last Pawn might then either  
 promote to a Queen, or cost the  
 opponent a piece to prevent it from  
 doing so.



18 ... b7-b5

Capablanca starts playing out his trumps—the Queenside Pawn majority. From now on the Pawns will push on every chance they get.

19 a2-a3

Not only to prevent 18... b5-b4, when 20 a3xb4 Rb8xb4 21 Qc4xb4 would be the penalty, but in order to mobilize the Queen Rook.

19 ... d5-e4

20 Bg2-f3

White avoids 20 b2-b3, when 20... Qc7-e5 attacks the Rook and also threatens to capture the b-Pawn. White would be compelled to advance by 21 b3-b4, leaving his opponent with a protected passed Pawn.

20 ... Rf8-e8

Takes command of the only open file. So small an advantage is hardly enough to be decisive, but it is the accumulation of these little advantages that brings an opponent to the breaking point and forces capitulation.

21 Ra1-d1 Rf8ed1+

22 Bf3ed1 Rb8-d8

Capablanca has full command of the board. His play is an example of how slight advantages should be utilized (Lasker).

23 Be1-f3 g7-g6

A necessary precaution, as the King may require air sooner or later.

It also renders feasible the continuation 24... Bc5-f5 followed by 25... Rf8-d7. Lacking the Pawn move, there is this dreadful

possibility: 23... Rf8-d7

24 Rc3-c2 Be5-d5 25 Qe4-e8 mate

24 Qe4-e6

Of course not 24 Rc3-c2 (to prevent invasion of the seventh rank by the enemy Rook) as

24... Be6-f5 wins a whole file Rook.

24 ... Qc7-e5!

Black avoids the immediate exchange of Queens, as he must then lose a move in protecting his b-Pawn.

25 Qc6-e4 Qe5xe4

26 Bf3xe4

According to the authorities, White should have the superior position, as his Bishop controls squares of a different colour than do his Pawns.

Black, in violation of the precepts, has a Bishop hampered by his Pawns, nearly all of which occupy squares of the same colour.

Theory is theory, but life, alas, refuses to conform. The great master relies on his own instincts, makes his own rules, and opens up new worlds.

26 ... Rf8-d1+

The Rook swoops down, to get behind the enemy Pawns.

27 Kg1-g2 e7-e6

The Queen side Pawns move ahead every chance they get. Notice that Black maintains a strong initiative, even though Queens are off the board.

28 Rc3-c2 b5-b4

29 a3xb4 a5xb4

30 Be4-f3

If White tries 30 Kg2-d3 (controlling his King, and threatening to drive the Rook off) he might fall victim to this strange contrivance: 30 ... b4-b3 31 Rc2-e2 Bc6 h3!, when suddenly his Rook from capture by 32 ... Bb3-f1, and has no taking move!

30 ... Rc1-b1

31 Bf3-e2

Anticipates 31 ... c4-c3 32 b2xc3 b4-b3 33 Rc2-c2 b3-b2 (threatens to Queen in a hurry by

34 ... Rb1-g1+, sacrificing the Rook and thus pushing the Pawn) 34 Bc2-c3, and the previous Pawn is lost.

But ...

31 ... b4-b3!

This is the proper Pawn push!

32 Rc2-e2

Marshall avoids 32 Rc2-c3 Rb1xb2 33 Bc2xc4, as 33 ... Rb2-c2 wins by a neat sleight of hand.

32 ... Rb1-c1

With the powerful threat of 33 ... Rc1-e2, a move which must be prevented at all cost.

33 Bc2-d1

This seems to do the trick. But Capablanca has two strings to his bow in the (potential) passed Pawn's suit to expand—

33 ... c4-c3!

34 b2xc3 b3-b2!

And now the Rook must abandon his Bishop—as the dangerous Pawn must be destroyed.

35 Rd2xb2

Restoring the Pawn (retained by 35 Bd1-c2) loses instantly by the capture 35 ... Rc1xc2—

35 ... Rc1ad1

36 Rb2-c2

Capablanca's treatment of the ending from this point on is a revelation.

While keeping White busy in the defence of his passed Pawn, Capablanca whips up an attack which drives the King into a mugging net.

All this, done with so little material, and in so few moves, makes this ending the very best of its kind. It will repay study by master as well as by amateur.

This is the position:



Position after 36 Rb2-c2

36 ... Bc6-d5

Banishes the Rook from the Bishop file—and the protection of the Pawn ...

37 Rc2-b2 Rd1-c1

And enables Black to occupy the file—and attack the Pawn.

38 Rb2-b3

The Rook must assume a passive

### Game 5

position, in order to save the Pawn.

38 ... Rf5-e4+

39 Kg2-h3

There is no choice, as 39 f3-f3

Rc1-c2+ costs White a Pawn.

39 ... Rc1-c2

The Rook is in an ideal position—on the seventh rank, and behind the passed Pawn.

40 f2-e4 h7-h5

Every move a picture!

This begins the hammy-in process, and threatens a threat of sudden mate by 41 ... Be4-d5+

42 Kh3-h4 Rc2xh2+

43 Kh4-g5

Kg8-g7

41 g3-g4 h5xg4+

42 Kh3xg4 Rc2xh2

43 Rh3-h4 f7-f5+

44 Kg4-g5

Or 44 Kg4-g5 Kg8-g7, and mate by

45 ... Rh3-h5 will follow.

45 ... Rh2-e2

45 Rh4-e4 Re2xe3+

46 Kg3-h4 Kg8-g7

Obviously intending to surround the King.

47 Re4-e7+ Kg7-f6

Relentlessly precise to the last! On 47 ... Kg7-f6, the reply 48 Rc7-e7 pins the Bishop. If then

48 ... Re3xc3, 49 Re7-e6 Be4-g2

50 Rd6g6+, and White either forces a draw by stalemate or wins the Bishop.

48 Rc7-e7 Be4-g2

49 Rd7-d8+ Kh6-g7

50 White Resigns

If 50 Rd6-d7+, Kg7-h6 followed by

51 ... Re3-h3 is mate, or if

50 Kh4-g5, Re3-g3+

51 Kg5-h4

Rg3-g4 is mate.

Capablanca himself says of this game, "I was able to wind up the match with one of the most accurate games I have ever played."

### GAME 5

White: J. R. Capablanca

Black: A. Krynbynting

New York, 1910

Queen's Pawn Opening

Capablanca plays so quiet an opening that it would require a miracle to make something out of it.

Somewhat a miracle does appear! Capablanca exchanges a piece here, and a piece there, when ... lo and behold! The scene has changed, and

the position on the board transformed to an endgame with all four Rooks assuming the principal roles while Capablanca, as befitting to the magician in charge, is endowed with a slight advantage—

1 d2-d4 d7-d5

2 Ng1-f3 Ng8-f6

## 3 Bc1-f4

The development of this Bishop is usually delayed until the opponent has played ... e7-e6, locking in the Queen Bishop.

The masters discovered long ago, though, that the most aggressive moves do not always bring about the best results. A move that is fairly good (such as this one) but less analyzed, is likely to throw the opponent on his own resources, and increase one's winning prospects.

## 3 ... e7-e6

But this is too weak! Black should try to seize the initiative by 3 ... c7-c5, with this likely continuation: 4 e2-e3 Qd8-b6 (with unremitting pressure on the Queen-side) 5 Qd1-e1 Nb8-e6 6 c2-c3 Bc8-f5 7 d4xc5 (in order to develop the Queen Knight with gain of time) Qb6xc5 8 Nb1-d2 Ra8-e6 9 Nd2-b3 Qc5-b6 10 Qc1-d2 e7-e6 11 Bf1-d3 Bf5-e4, with equality at least, as Maroczy (with Black) demonstrated in his game against Capablanca at New York in 1924.

4 e2-e3 c7-c5  
5 c2-c3 Nb8-c6  
6 Bf1-d3 Bc8-g5  
7 Bf4xe6 Qd8xe6  
8 Nb1-d2 e6-e5  
9 d4xe5 Nc6xe5  
10 Nf3xe5 Qd8xe5  
11 Bd3-b5+ Bc8-d7  
12 Qd1-e4 Qe5-c7

Necessary in order to castle. Clearly Black must not play 12 ... Bd7xb5, as 13 Qa4xb5+ costs him a Pawn.

## 13 e-e6 0-0

## 14 Bb5xd7 Nf6xd7

And here if 14 ... Qc7xd7 15 Qa4xd7 Nf6xd7 16 Nd2-e4 d5xe4 (otherwise a Pawn is lost) 17 Rd1xd7, and White has a Rook on the seventh and winning chances.

## 15 Nd2-f3 Qc7-e6

This looks plausible enough, as the alternative 15 ... Nd7-f5 condemns Black to wait passively for his opponent to work up an attack.

## 16 Qa4xc6 b7xc6

## 17 Nf3-d2 Nd7-e6

With a little threat of winning the exchange by 18 ... Ne6-d3+ followed by 19 ... Nc3xf2, striking at both Rooks.

## 18 Kc1-c2 c5-c4

## 19 Rh1-f1 f7-f5

## 20 Nd2-f3 Ne6xf3

Black should have accepted the challenge and played 20 ... Ne5-d3, as it offered more practical chances than did a simplified position, in which Capablanca was supremely eminent. The Knight could not be easily dislodged, any such attempt involving certain risks.

A likely continuation was this: 21 b2-b3 Ra8-b8 22 b3xc4 d5xc4 23 Rd1-b1 (to stop mate on the move) Rb8xb1 24 Rf1xb1 Nd3xh2 25 Nf3-e5 Nf2-g4 26 Ne5xc4 Ng4xb2 27 Rb1-b7 Rf8 f7, and White can either take the draw by 28 Rb7-b8+ Rf7-f8 29 Rb8-b7 Rf8-f7, or try for a risky win by 28 Rb7xf7 Kg8xf7 29 Nc4-e5+ Kf7-e6 30 Ne5xc6.

21 g2xh3 Ra8-e8

## Ending 5

Position after 21 ... Ra8-e8  
Kreymborg



Capablanca to move

Material is even, but White has a positional advantage

(a) His King stands closer to the center.

(b) His Rooks have more potential for attack. One Rook bears down on Black's center Pawns, the other is ready to seize an open file.

(c) His Pawn position is superior. Black's center Pawns being unable to move without loss.

Capablanca plans to activate his Rooks, break up the enemy Pawn structure, and then bring strong pressure to bear on the isolated Queen-Rook Pawn.

22 Rd1-e4!

The first step is to prevent 22 ... f5-e6, which could now be met by 23 e3-e4, followed by 24 Rf1-d1.

23 ... Rf8-h6

Evidently to continue with 23 ... Rf8-g8, and then on to the seventh rank.

23 h2-h3 e4xb3+

24 a2xb3 Kg8-f7

25 Ke2-d3

Apparently with the idea of breaking up the center Pawns, but Capablanca has something else in mind.

25 ... Re8-e7

26 Rf1-e1 Kf7-e6

A natural move, which Capablanca terms a mistake. He recommends instead an attack on the Rook Pawn by 26 ... g7-g5 (not at once 26 ... Rf8-h6, which could be met by 27 h2-h4) followed by 27 Rf6-h6.

27 Ra1-e6

Fixes one Pawn (at a7) whilst attacking another (at c6).

27 ... Re7-c7

But not 27 ... Ke6-d6, when 28 c3-c4 wins a Pawn—or two.

28 Rd4-a4 g7-g5

Initiates a counter-attack on the K side.

The tentative 28 Rf6-f7

instead would allow 29 f3-f4 in reply, paralyzing Black's position completely.

29 h3-h4!

Much better than 29 Ra6xa7 Rg7xa7 30 Ra4xa7 Rf6-h6, and Black regains his Pawn with advantage.

29 ... g5-g4

It would be fatal to play

29 ... g5

#### h4, then 30 Ra4h4 would render Black's game desperate. His King could not retreat without the loss of the King Rook Pawn, and his Rooks could do little. His Pawns? If he continued with 30 ... h7h6, White's response would be 31 b3b4.

The threat of winning a Pawn by 32 b4

#### b5, supplemented by 33 Kd3d4 if need be, and the further entrance of the King at c5 or e5 should be decisive.

30 Kd3

#### e2 g4xh3+

As good as there is. Attacking the Rook Pawn a-ou- of the question, as after 30 ... Rf6

#### h6 31 f3g4 Rh6h4 32 g4xh5+ was the unfortunate Rook, while 30 ... h7h5 is countered with 31 f3f4, tying Black up completely.

(a) His Pawns would be unable to move.

(b) His Rooks would be bad to the defence of the Queen Rook Pawn.

(c) His King could not retreat without breaking the line of communication of his Rooks.

Capablanca's winning procedure (after 30 ... Rf6

#### f7) could be 31 b3b4, threatening to win a Pawn by 32 b4b5, or 31 Ke2d3 followed by 32 Kd3d4, in preparation for the Pawn push.

31 Ke2

#### xh3 Rf6f7 32 Kf3e2 Ke6d6 33 b3b4 Rc7b7 34 h4h5

A slight inaccuracy, according to Capablanca himself. He should have played (he says) 34 f2

#### f4, and if

then 34 ... Rf7

#### g7 35 h4h5 Rg7g2+ 36 Ke2d3 Rg2h2 37 Ra6xa7 Rb7xa7 38 Ra4xa7 Rh2xh5 39 Ra7a6, with winning chances.

This is the position.



Position after 34 b4 b5

34 ... .. h7

#### h6

Black misses an opportunity to draw by 34 ... f5

#### f4, if then 35 c3xh4, Rb7e7+ 36 Ke2f1 Rf7xh4 37 Ra6xa7 Rc7c3!

35 f2

#### f4 Rf7g7 36 Ke2d3 Rg7e7 37 Ra4a1 Rc7g7 38 Kd3d4 Rg7g2

Actually threatening (believe it or not!) mate on the move!

Such is the power of an aggressive Rook!

39 Ra6

#### a2 Rb7g7 40 Kd4d3! Rg2xa2 41 Ra1xa2 Rg7e7

There is no hope in 41 ... Rg2

#### g1 42 Ra2a6! Rg1d1+ 43 Kd3c2 Rd1h1 44 b4b5 Rh1xh5 45 Rg6xa6+ Kd6d7 46 Rc6a6.

## Game 6

and the rest is an easy win for White:

42 Rxc2-g2 Rxc7-e6

43 Rg2-g7

After all its threatening gestures on the Q side, White's energetic Rook rushes to force a decision on the K side.

43 ... Rxc6-e7

44 Rg7-g6 c6-c5

Practically throwing himself on the sword, but he cannot save his Pawn.

The threat is 45 Rg6-h6 Rxc7-e5 46 Rh6-f6 winning the King Bishop Pawn. If Black defends his Rook Pawn by 44 ... Rxc7-h7 (a dreadful

spot for the Rook) 45 Rg6-g6+ Kd6-d7 46 Rg6-h6 (still) wins the Bishop Pawn.

45 Rg6-g6+ Rxc7-e6

46 b4xc5+ Kd6-d7

47 Rg6-g7+ Kd7-c6

Loses quickly, but there is no hope in 47 ... Rxc6-e7 48 c5-c6+ Kd7-d6 for 48 ... Kd7-d6 49 Rg7-g6, and the threats of 50 Rg6-h6, or 50 Rg6-d6+ or 50 Rg6-f6 are too much to meet; 49 Rg7-g6+ Rxc7-e6 50 c5-c7!, and Black must give up his Rook.

48 Rg7-xf7 Kd6xc6

49 Rxc7-f7 Black Resigns

A highly instructive Rook ending.

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## GAME 6

White J. R. Capablanca (handfold)

Black J. Conno, R. Bianco &

R. Portela

Havana, 1910

### Center Counter Defence

Capablanca rarely played handfold chess, but when he did so he produced games that crackled with original ideas.

Clever little combinations mark the midgame play, while the ending is conducted with the casual elegance characteristic of his style.

1 e2-e4 d7-d5

2 e4xd5 Qd6xd5

3 Nb1-c3 Qd5-a8

4 Bf1-e4 Ng8-f6

5 d2-c3 Bc8-g4

6 ... f2-f3!

Better than 6 Ng1-f3, as the Pawn and the g-Pawn will cut down the Bishops' mobility, while the King Knight can develop at e2.

6 ... Bg4-f5

7 Ng1-e2 e7-e6

Black clears a way for the return home of his Queen, whose safety is threatened by 8 Bc1-d2 followed by 9 Nc3-d5 Qa8-c8 (or 9 ... Qa8-e4 10 Bc4-b5+ Qa4xb5 11 Nd5xc7+ does the trick).

10 Bc2-b4 Qc5-c6 11 Bc4-b5 and the Queen is caught, as

11 ... Qc6xb5 allows the Knight fork by 12 Nd5xc7+.

8 g2-g4! Bf5-c8

Dispirited, the Bishop goes back home.

9 Bc1-d2 Qa5-c7

The Queen, too, prudently retreats.

10 Na2-g3 e7-e6

11 Qd1-e2 Nb8-d7

12 g4-g5! Nf6-g8

Surprisingly enough, the Knight too must turn back. Moving to e5 instead loses a Pawn after 13 Bc4xc5 c6xc5 14 Nc3xc5, and Black may not recapture.

13 f3-f4 b7-b6

14 Bc4-b3 Nd7-c5

15 Nc3-e4 Nc5xb3

White has lost a stalwart Bishop, but in return he gains an open file for the use of his Queen Rook.

16 a2xb3 Ng8-e7

17 Ng3-h5! Na7-f5

18 Nh5-f6+ g7-h6

19 Ne4xf6+ Ka8-c7

The only move, as 19 ... Ke8-d8 allows a pin of the Queen by 20 Bd2-e5.

20 Bd2-b4! Nf5-d6

Again the only move, as 20 ... c6-c5 loses the Queen by 21 Nf6-d5+, a pretty blinding of pin and Knight fork.

21 Qa2-e5

Threatens the powerful 22 Nf6-e4, uncovering an attack on the King

Rook, and striking a third time at the pinned Knight.

21 ... Bf6-g7

Black of course pins the dangerous beast.

22 Rh1-f1 e7-e6

23 f4-f5!

More energetic than 23 Bc4-c5, this will open the Bishop file for the Rook.

23 ... a5xb4

Or 23 ... Rf6-d8 24 Bb4-c5 Ka7-f8 25 Nf6xb7+ Kb8-g8 26 Nh7-f6+ Kg8-f8 27 f5xc6 Bc8xe6 28 g5-g6!, and Black's position falls apart.

Black decides to give up the exchange to get rid of the trouble-some Bishop.

24 Ra1xa6 Nd6-e8

25 Qe5-c5+ Qc7-d6

26 Ra8-a7+ Ka7-f8

Naturally if 26 ... Bc8-d7

27 Ra7xd7+ crops the Bishop off, while interposing the Knight is even worse, as 27 Ra7xc7+ removes the Knight, after which the Bishop falls, then the Queen, and finally the King himself suffers mate.

27 Qe5xd6+

'Characteristically,' say Hooper and Bledsoe in *The Unknown Capablanca*, 'Capablanca's brilliant play leads neither to mate nor to material gain, but to the endgame.'

27 ... Nf6xd6

28 Nf6-e4! Nd6xc4

One would expect 28 ... Nd6xc5, but it loses by some pretty play, thus 29 Ra7-c7 Nf5-e7 f6



## Ending 6

29 ... Bc8 a6 30 Ne4 c5 traps the unfortunate Bishop! 30 Ne4-d6 Bc8-a6 31 Rf1xf7+ Kc8-g8 32 Rc7xc7, and White wins quickly 29 d3xc4 Kf8-e8

# Ending 6

Position after 29 ... Kf8-e8

White



Capablanca to move

Black's two Bishops against a Rook give him a slight superiority in material. This is outweighed, though, by White's positional advantage. His Rooks enjoy a freedom of movement which contrasts strongly with the undeveloped state of his opponent's pieces.

Capablanca conceives a little combination to transform the position into a Rook and Pawn ending. The plan thereafter is to effect a breakthrough by means of some clever Pawn moves, and create a passed Pawn against which the enemy Rook will be helpless.

30 f5-f6 Bg7-f8

Black's pieces seem fated to short careers in the outer world!

31 Ke1-e2

Clearance for 32 Rf1-d1 next move—a move of paralyzing effect. Black would be completely powerless to prevent 33 Ra7 a8 and mate in two.

31 ... e8-e5

32 Kx2-f3

Not at once 32 Rf1-d1, as

32 ... Bc8-g4+ would come like a shot.

32 ... Bf8-e5

The attempt to get the Rook into play by 32 ... h7-h6 fails after 33 g6-g8 (threatens 34 g6-g7) f7xg6 34 Kf3-f4+ and White wins.

33 Ra7-c7 Bc8-d7

Alternative defenses succumb quickly.

(a) 33 ... Bc8-a6 34 Rc7xc8, and Black loses one of the unopposed Bishops.

(b) 33 ... Bc8-e6 34 Rf1-a1 Ke8-d8 35 Rc7xc6 Bc6-d4 0-0 35 ... Bc6-f8 36 Ra1-a8+ Kd8-d7 37 Rb8-c8 wins! 36 Rcdxa6 f7xa6 37 Ra1-a8+ wins easily.

34 Rf1-d1 Bc5-d4

35 c2-c3 b4xc3

36 b2xc3 Ke8-e8

37 Rc7xc7+ Kd8xd7

38 c3xd4 e5xd4

39 e4-e5!

A very fine move! It is considerably stronger than the natural recapture of the Pawn with check, viz 39 Rd1-a8+ Kd7-e6 40 Kc3-b4 h7-h6 41 e4-e5 (threatens mate on

the move) h3-g5+ 42 Kf4-e4  
Rf5-h4+ 43 Ke4-e3 Ke6xe5, and  
White's Pawns fall.

39 ... e6-e5  
40 Kf3-e4 Kd7-c6  
41 e5-e6!

Another fine move by the e-Pawn!  
The automatic 41 Ke4-f5 runs into  
trouble after 41 ... Ke6-g5  
42 h2-h4 Rh6-e6 43 Rd1-e1 e5-e4,  
and Black has two dangerous con-  
nected passed Pawns.

41 ... f7xe6  
42 Ke4-e5 Ke6-d7

But not 42 ... Rh6-e6, after which  
43 f6-f7 Re6-d6 44 Ke5xe6  
Rd6-d6+ 45 Ke6-e7 Rd6-d7+  
46 Ke7-e6 forces Black to give up  
his Rook for the f-Pawn.

43 h3-h4 Rh6-g6

44 h2-h4 Rg6-c6

There is a chance in a million (or  
perhaps less) that Capablanca will  
tag into 45 h4xc5 Rf6xc5+  
46 Ke5xd4 Rc5-d5+ losing his  
Rook, but Capablanca even blind-  
fold does not go astray.

45 h4-h5 Black Resigns

After 45 ... Rc8-g8 46 g5-g6  
h7xg6 47 f6-f7 Rg6-h6  
48 h5xg6 Kd7-e7 49 Rd1-e1  
(faster than 49 g6-g7) d4-d3  
50 Ra1-a7+ Ke7-d8 51 g6-g7, and  
mate follows in two more moves.

A great blindfold performance.

The Pawn sacrifice are reminis-  
cent of the classic Pillsbury-  
Gunsberg ending that crowned the  
former's great performance at  
Hastings in 1895.

## GAME 7

White: J. R. Capablanca Black:  
Black: D. Janowsky  
San Sebastian, 1911

*Queen's Pawn Opening*  
Strange things happen in this  
exciting game!

Janowsky outplays his formid-  
able opponent in the midgame com-  
plications.

Janowsky spurns four opportu-  
nities to draw by perpetual check—  
two at each side of the board.

Janowsky misses a win by check-  
ing at the wrong square—near the  
King instead of at the end of the  
board!

Capablanca rallies from a near  
knockout, springs back like the  
giant Antaeus after touching the  
earth, and demolishes his opponent  
in the endgame.

The ending, highlighted by re-  
markable Queen and Knight com-  
binative play, is equal in power and  
beauty to any in the entire litera-  
ture of chess.

1 d2-d4 d7-d5  
2 e2-e3

Cautionary play, but this was Capablanca's first international Tournament, and he may have been self-conscious, and perhaps awed by the reputations of these great masters whom he was meeting for the first time.

2 ... Nc8-f6  
3 Ng1-f3 c7-c5  
4 c2-e4 e7-e6  
5 Nb1-c3 Bf8-e7

This loses a tempo, as the Bishop will have to recapture the c-Pawn after White plays 6 d4xc5.

He might have tried 5 ... Nb8-c6 6 a2-a3 Nf6-e4, the line which Marshall beat him brilliantly at Cambridge Springs in 1904.

6 d4xc5 0-0  
7 a2-a3 Bc7xc5  
8 b2-b4 Bc5-e7

One would expect Janowsky to play the more aggressive 8 ... Bc5-d8.

9 Bc1-b2 a7-a5  
10 b4-b5 b7-b6

Black's last two moves assure him control of the square c5.

11 e4xd5 e6xd5

Black has compensation for his isolated Queen Pawn in the pressure it exerts on the squares c4 and e4, and in his two active Bishops.

12 Nf3-d4!

Blockades the Queen Pawn, and prevents as well the development by Black of 12 ... Sc8-f5.

12 ... Bc7-d8  
13 Bf1-e2

Capablanca explains that 13 g2-g3

seemed the proper continuation, but this being his first big tournament, he feared being criticized for creating such a formation of Pawns on the King side: 'Tends the selection of this last move against my better judgement.'

13 ... Bc8-e6  
14 Bc2-d3 Ra8-a7!  
15 0-0 Ra7-c7  
16 Qd1-a3 Nb8-d7  
17 Rf1-d1

The tempting 17 Nd4-c5 loses two pieces for a Rook by 17 ... Rc7xc6! 18 b5xc6 d5-c4 19 Nc3-d5 Bc6xd5 20 B-d3xd5 Nd7-c5 21 Qb3-a2 Nf6xd5 (there's a lot of activity at d5!) and White may not play 22 Qa2xd5 as 22 ... Bf6h2+ would win his Queen.

17 ... Nd7-e5  
18 Bf3-e2 Qd8-a7  
19 Ra1-c1 Rf8-e8

Capablanca now decides to simplify the position to reduce the pressure. He saw the coming combination, but was confident of being able to weather the storm.

20 Nc3-a4 Rc7xc1  
21 Rd1xc1 Rd8xc1+  
22 Bb2xc1 Nf6-e4!  
23 Bc1-b2

On 23 Na4xb6 instead, 23 ... Qc7-c7 would be painful.

23 ... Ne5-e4!

What simplification!

24 Bc2xc4 Bb6xh2+  
 Much better than 24 ... d5xc4  
 25 Qb3-c3, and White has equalized.  
 This assures Black of a draw at least,  
 by perpetual check.

25 Kg1xh2 Qe7-h4+  
 26 Kh2-g1 Qh2xf2+  
 27 Kg1-h2 Qf2-g3+  
 28 Kh2-g1

Capablanca avoiding 28 Kh2-h1, when  
 28 ... Bc8-h3 29 Bc4-f1 Nc4-f2+  
 30 Kb1-g1 Nf2-g4 forces mate.

28 ... d5xc4  
 29 Qb3-c2 Qg2xc3+  
 30 Kg1-h2 Qc3-g3+  
 31 Kh2-g1 Qg3-e1+  
 32 Kg1-h2 Qe1-g3+  
 33 Kh2-g1 Qg3-e1+  
 34 Kg1-h2 Ne4-d6

Declining the draw, the ingenious  
 Janowski finds other ways to  
 renew the attack. Now he threatens  
 35 ... Nf6-g4+ 36 Kh2-h3 Ng4-e3+  
 winning the Queen.

35 Nd4xc6  
 Kills off one tormenter.

36 ... Qc1-h4+  
 36 Kh2-g1 Qh4-e1+  
 37 Kg1-h2 Qe1-h4+  
 38 Kh2-g1 Nf6-g4!  
 39 Qc2-c2

The only move, as 39 Qc2-c3 (to  
 guard the e1 square) allows  
 39 ... Qh4-f2+ and mate next  
 move, while 39 Bb2-c3 (again to  
 guard e1) loses after  
 39 ... Qh4-h2+ 40 Kg1-f1  
 Ng4-e3+, and the Queen falls.

39 ... Qh4-h2+  
 40 Kg1-f1 Qh2-h1+  
 41 Kf1-e2 Qh1xg2+  
 42 Ke2-d1 Ng4-f2+  
 43 Kd1-c2 Qg2-g6+  
 44 Kc2-c1 Qg6-g1+  
 45 Ke1-c2 Qg1-g6+  
 46 Kc2-c1 Nf2-c3+

Antony: 'I thrice presented him a  
 King's crown, which he did thrice  
 refuse.'

47 Kc1-b1 f7xe6  
 48 Qc2-c2

Of course not 48 Nc6xb6 Qg6 g1+  
 winning the Knight.

Capablanca says that 48 Kb1-a2  
 instead of the text, would have  
 given him a draw.

48 ... h7-h5

Black has a flock of Pawns for the  
 price, including a dangerous King  
 Rook Pawn which threatens to run  
 to the eighth square.

That Capablanca should be able  
 to save the game (let alone win it)  
 borders on the miraculous.

# Ending 7

Position after 48 ... ♖7f6

Janowsky



Capablanca to move

The situation does not seem to be in White's favour. He is faced with impending disaster by threats of discovered attack, and he must cope with a wicked-looking Rook Pawn on its way to become a Queen.

All the more reason to admire (psychologically) Capablanca's sangfroid, and (technically) the skilful way in which he combines attack and defence in a difficult endgame.

49 ♖b2-d4!

The Bishop not only attacks the Knight Pawn, but prepares to restrain the ambitious Rook Pawn.

The alternatives are found wanting: 49 ♖a4xb6 loses by

49 ... ♔g6 g1+ followed by removing the Knight, while 49 ♔c2xc1 is met by 49 ... ♗5 h4, and if then

50 ♔c4xh4, the reply

50 ... ♗d3 b4+ forces quick mate.

49 ... ♗5 h4

50 ♖b4xb6

Now White has a passed Pawn too, to add to the excitement.

50 ... ♗4 h3

51 ♖b6-c7 e6 e5

Blocks the path of the Bishop, and faces White with the threat of

52 ... ♔g6 g1+ followed by

53 ... e3-h2.

52 ♗5-h6

A win-or-lose move. Capablanca underestimated the strength of Black's position, or he would have played the safer 52 ♔c2xc1+, when 52 ... ♔g6 f8 53 ♖c7 d6+ ♔g6xd6 54 ♔c4 c8+ followed by 55 ♔d5xb3 would probably have led to a draw.

52 ... ♔g6 e4!

This is the position.



Position after 52 ... ♔g6 e4

This move I had not properly considered," says Capablanca, "though it was the only one to win."

Strangely enough, Janowsky had

remarked at this point: "This is the only move," but missed the right continuation afterward.

Janowsky's multi-purpose move prevents the advance of White's passed Pawn, protects his own Bishop Pawn, and keeps White's Knight on the sidelines, out of the game.

If 53 Nc4-b2 h3 h2 54 Qc2ah2 Qe4-e1+ 55 Kd1-a2 (if 56 Nb2-d1, Qc2xd1+ 56 Kd1-a2 Qd1-b3+ 57 Ka2-e1 Nd3-e1 wins for Black) 55 ... Nd3c1+ 56 Ka2-b1 Nc1-b3+ 57 Kd1-c2 Qe1-c1 is mate.

Or if 53 Nc4-c3 h3 h2! 54 Nc3xe4 (on 54 Qc2xh2 Qe4-e1+ wins the Knight) 54 ... h2-h1(Q)+ 55 Kd1-a2 Qh1xe4, and if 56 b6 b7 Nd3-b4+ wins the Queen and then the King.

53 Bc3xe5 Qe4-e1+

Janowsky was so intent on the check (the key move in the two previous variations) that he checks at the wrong square.

The right way was to check at h1, whence the Queen could keep a tight surveillance on White's passed Pawn. Janowsky apparently missed the point completely: he analyzed the position (after the game) for two hours, never saw where he made the error, and had to be told by the other masters.

54 Kd1-a2

And now Janowsky has a fourth opportunity to draw by perpetual check! He can do so by

54 ... Nd3 c1+ 55 Ka2-b1 Ne1-c3+ 56 Kd1-a2 Nd3 c1+, but

54 ... Nd3xe5

... he does not take it! And with that goes his last chance.

"Before continuing," says Capablanca, "I should add that the coming endgame is perhaps the finest of its kind ever played, and that for some unknown reason it has not been properly appreciated. It is a masterpiece, one of which I am very proud, and which should be carefully studied."

55 b6-b7 Ne5-d7

56 Nc4-c5!

An important move. The subsequent play will show why this is superior to 56 Nc4-b6.

56 ... Nd7-b6

57 Qc2xe4+ Kg8-h8

58 Nd5-e4!

The Knight is beautifully centralized. It guards White's King against annoying checks by the Queen, and is also in perfect position to take part in combination play against Black's King and Queen.

For example, if 58 ... h3 h2 59 Qe4-c8+ Kh8-h7 60 Qc8 h3+ Kh7 g8 (if 60 ... Kh7-g6 61 Qh3-e6+ followed by 62 Nd4-d5+ wins the Queen) 61 Qh3-e6+ Kg8-h8 (if 61 ... Kg8-f8 62 Qe6-e6+, or if 61 ... Kg8-h7 62 Ne4-g5+ wins the Queen) 62 Qe6-e8+ Kh8-h7 63 Ne4-g5+ and White wins the Queen (Schlöchter).

58 ... Kh8-h7

59 Qe4-d3 g7-g6

If 59 ... Qe1-b4 60 Ne4-g5+

## Game 8

Kh7-h6 61 Ng5-f7+ Kh6-h5  
62 Qd3-e5+ g7-g5 63 Nf7-e5, and  
wins (Capablanca).

Or if 59 ... h3-h2 60 Ne4-g5+  
Kh7-h6 61 Ng5-f7+ Kh6-h5  
62 Qd3-e5+ Kh5-h4 63 Qf5-f4+  
Kh4-a3 64 Nf7-g5+ Kh3-g2  
65 Qf4-f3+ Kg2-g1 66 Ng5-h3  
mate! (Schechter).

All this is elegant endgame play,  
quite like a Rindk composition.

60 Qd3-h3+ Kh7-g7

61 Qh3-f3! Qe1-e1

Hoping desperately for a fifth try at  
a perpetual check.

But opportunity has fled of  
knocking.

62 Qf3-f6+ Kg7-h7

63 Qf6-f7+ Kh7-h6

If 63 ... Kh7-h8 64 Qf7-f6+  
Kh8-h7 65 Ne4-f5 mate.

64 Qf7-f6+ Kh6-h5

65 Qf6-h6+ Kh5-g4

66 Qh6-d3+

Forces an exchange of Queens,  
the promotion of the Pawn to a  
Queen, and the end of resistance.

66 ... Black Resigns

A magnificent game, with an  
original opening, an exciting mid-  
game and an artistic conclusion.

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## GAME 8

White P. S. Leonhardt  
Black J. R. Capablanca  
San Sebastian, 1911

### Queen's Gambit Declined

At his 9th move Leonhardt either  
sacrifices a Pawn, or overlooks its  
loss.

Capablanca removes the Pawn,  
completes his development, ex-  
changes the superfluous pieces, gets  
his King side Pawns rolling, and  
proceeds to win a fascinating end-  
ing in clear-cut methodical style.

1 d2-d4 e7-e5

2 e2-e4 e7-e6

3 Nb1-c3 e7-e5

The Tarrasch Defence, strongly  
advocated by the Old Master as a  
specific for the cramped positions

resulting from the Orthodox  
Defence to the Queen's Gambit,  
had fallen away into innocuous  
desuetude, as it had few supporters.

It has been revived recently to  
good enough effect to help Spassky  
win the World Championship in  
1969.

4 e2-e3

Solid, and recommended as best by  
Tarrasch. The vigorous continuation  
is to isolate the Queen Pawn, block-  
ade it, and then remove it from the  
board, as Spassky did many years  
later against Yanofsky at Sargon in

1970, thus: 4 c4xd5 e6xd5  
 5 Ng1-f3 Nb8-c6 6 g2-g3 (the  
 Schlechter-Rubinstein variation,  
 which almost put the Tarrasch  
 Defence out of business, and with  
 which Rubinstein defeated Capa  
 blanca in the same San Sebastian  
 1911 Tournament) 6... Ng8-f6  
 7 Bf1-g2 Bf8-e7 8 0-0 0-0  
 9 Bc1-e3 c5xd4 (good chances are  
 offered by 9... Bc8-g4! 10 d4xc5  
 Bg4xc3 11 Bg2xc3 d5-d4!  
 12 B43xc6 d4xc3 13 Bc5xb7  
 a3xc2+ 14 Kg1-g2 Bc7xc5 with a  
 vigorous counter-attack) 10 Nf3xd4  
 h7-h6 11 Ra1-c1 Nc6-a5 12 b2-b3!  
 Na6-c6 13 Qd1-d3 Nd6-e5  
 16 Qd3-c2 Qd8-a5 15 Nc3-b5  
 Bc6-d7 16 Qc2-c3! Qa5xc7  
 17 Nb5xc7 Ra8-d8 18 Nc7xd5,  
 and White won on the 42nd move.

4	...	Ng8-f6
5	Ng1-f3	Nb8-c6
6	Bf1-g2	d5xc4
7	Bc3xc4	Bf8-e7
8	0-0	0-0
9	Qd1-e2	

Played hastily, this sacrifice of a  
 Pawn does not yield White an  
 advantage in position.

Theoretically, Black now has a  
 won game. But winning a won game  
 is not an automatic process. It is an  
 art in itself!—as Capablanca now  
 demonstrates.

9	...	c5xd4
10	e3xd4	Nc6xd4
11	Nf3xd4	Qd8xd4
12	Rf1-d1	Qd4-g4
13	f2-f3	Qg4-h5

14 Nc2-e4

This only speeds up matters, as it  
 brings about exchanges, instead of  
 the complications which White  
 should be seeking.

Straightforward development by  
 14 Bc1-f4 was more to the point.

14	...	Qh5-e5
15	Na4xf6+	Bc7xf6
16	Qc2xe5	Bf6xe5

'Each side has difficulty in descri-  
 ping his Queen Bishop,' observes  
 Tarrasch.

17	a2-e4	b7-b6
18	a4-a5	Bc8-b7
19	a5xb6	

This only helps the opponent.  
 Better prospects were offered by  
 the aggressive 19 Bc1-e3.

19	...	a7xb6
20	Ra1xa8	Rf6xa8

For the Rook file, which White  
 took the trouble to pry open, is in  
 Black's possession.

21 b2-b3

The more courageous 21 f3-f4  
 Bc5-f6 22 ffd1-d7, posting the  
 Rook on the seventh rank, was  
 called for.

21	...	Bb7-c8
----	-----	--------

This keeps the Rook from reaching  
 the seventh rank, and posing any  
 threats.

22	Bc1-e3	b6-b5
23	Bc4-e2	f7-f6

Prepares to bring his King to the  
 centre.

24 Rd1-c1



# Ending 8

Position after 24 Rd1-e1

Capablanca to move



Leonhardt

Black has an extra Pawn as material advantage.

He plans to exploit this advantage by maneuvers on the Kingside (where he has four Pawns to three) which should enable him to emerge with a passed Pawn.

Promoting this Pawn would still require careful play, in view of the resistance offered by White's long-range Bishops.

24 ...           Rd8-e1

First the Rooks must come off, to clarify the position.

25 Re1xe1       Be6xe1

Now we have a four Bishop ending, a rare occurrence in practical play.

26 Kg1-f2       Kg8-f7

27 Kf2-e1       e6-e5

Gateway for the King!

28 Ke1-e2       Kf7-e6

29 Be2-d3       g7-g6

30 h2-h4

'The Pawns of the weaker side should rarely advance,' says Tarrasch, 'as they offer better targets of attack, and facilitate the creation (by the opponent) of a passed Pawn.'

30 ...           f6-f5

31 b3-b4       e5-e4!

32 f3xe4       Bd3xe4

This is superior to capturing with the Pawn.

33 Bc3xb6

White prefers to activate the Bishop rather than defend with the weak 33 Bc3-f1.

33 ...           Be4xg2

34 Bb6-a6

Makes way for the passed Pawn, which might give Black some trouble.

34 ...           Ba1-f6

35 Bc3-f2       Bf6-e5

This Bishop is now centralized, and controls the Queen's square of White's passed Pawn.

36 b4-b5       h7-h6

On 36 ... Bg2-f1 (to pin the Pawn) White frees himself by 37 Ba6-c8+ followed by 38 b5-b6.

37 b5-b6       g6-g5

38 h4xg5       h6xg5

Part of the plan has been carried out, and Capablanca has two connected passed Pawns, which he intends to advance as quickly as possible. As for the opponent's passed Pawn, that can be blockaded by the dark squared Bishop when it advances to the seventh rank.

39 Bc6-c8+ Kc6-f6

40 Kd2-e2

A deceptive warning move. The precipitate reply 40 ... g5-g4 would be penalized by 41 Bc1-h4+ Kf6-g6 42 Bh4-d8 followed by 43 Bc8-c7, after which Black would have to give up a Bishop for the Pawn.

40 ... Bg2-c6

41 Ke2-f1 Bc6-d5

42 Kf1-e2 Bd5-c4+

43 Ka2-d2 f5-f4

This increases the scope of White's Bishop, but Black will soon appropriate the file diagonal for his own use.

44 Bc8-g4 Bc4-e6

45 Bg4-f3 g5-g4

46 Bf3-e4 g4-g3

The Pawns become more and more menacing with every step they take.

47 Bf2-c5 Be6-g4

48 Kd2-e1 f4-f3

49 Be5-e3

Great care must still be taken before either Pawn moves on.

For example, if 49 ... f3-f2+, the reply 50 Bc3xf2 snaps off the Pawn and draws, while advancing the Knight Pawn could lead to this: 49 ... g3-g2 50 b6-b7 Bc6-h2 51 Bc3-g1 Bh2xg1 52 Be4xf3! Bg1-h2 (or 52 ... Bg4xf3 53 b7-b8(Q)) 53 Bf3xg2, and again White forces a draw.

49 ... Be5-d6

50 b6-b7 Kf6-e5

51 Be4-c6

There is a pretty win after 51 Be3-c7

instead, by 51 ... Kc5xe4

52 b7-b8(Q) Bc6xb8 53 Bc7xb8

f3-f2+ 54 Ke1-f1 Ke4-f3

55 Bb8xg3 Bg4-h3 mate!

51 ... Bc6-b8

Quick, before White plays

52 Bc3-a7!

52 Ke1-f1 Bg4-b6

53 Kf1-g1 Ke5-f6

54 Bc6-d5 Kf5-g4

55 Bd5-e4+ Kg4-h4

56 Bc3-c5

Instead of this, says Tarrasch, White could set his opponent more problems by deploying his Bishop to g1, as follows: 56 Kg1-f1 Bh5-g4 57 Be6-e5 Kh4-h3 58 Bc3-g1 g3-g2+ 59 Kf1-e1 Kh3-g3 60 Bd5-c6 (a move by the other Bishop allows 60 ... Kg3-h2, while a King move is met by 60 ... f3-f2) 60 ... Bb8-e5 (the only way to win, the threat being 61 ... Be5-c3+ 62 Ke1-d1 f3-f2+) 61 Bg1-d4! Be6xd4! 62 b7-b8(Q)+ Kg3-h3, and Black wins.

56 ... Bh5-g4

57 Be6xg4

White must exchange Bishops, as otherwise there follows

57 ... Kh4-h3 58 ... g3-g2

59 ... Bb8-h2+ and 60 ... g3-g1 (Q)+ and mate.

57 ... Kh4xg4

58 Kg1-f1 Kg4-h3

59 Bc5-g1

Or 59 Kf1-g1, when Black wins neatly by 59 ... g3-g2 60 Kg1-f2 Kh3-g4 61 Kf2-g1 (like there

## Game 9

follows 61 ... Bb6 g3+)

61 ... Kg4 g3 62 Bc5-b6 (the stalemate try 62 Bc5-d6+ fails after 62 ... Bb6xd6 63 b7-b8)0 (3-f2 mate) 62 ... f3-f2+ 63 Bb6xf2+ Kg3-h3 64 Bf2-c5, Bb6-h2+ 65 Kg1-f2 g2-g1(Q)!, and it's all over.

59 ... Bb6-c7

60 Bg1-a7

White is virtually in zugzwang, a King move (60 Kf1-e1) succumbing to 60 ... Kh3-g2 61 Bg1-c5 f3-f2+, and Black gets a new Queen.

60 ... Kh3-h2

61 b7-b8(Q)

So White is ill-tot Queen his Pawn!

61 ... g2-g2+

Of course not 61 ... Bc7xb8

62 Ba7xb8 f3-f2 (on 62 ... Kch2-h3 63 Bb8xg3 Kh3ag3 64 Kf1-g1 forces an elementary draw) 63 Bb8-c7 Kch2-h3 64 Bc7-b8 (but not 64 Bc7xg3 Kh3ag3 which loses for White), and Black can make no progress.

62 White Resigns

White is cornered. The further course could be: 62 Kf1-e1 Bc7xb8 63 Ba7xb8+ Kch2-h1 64 Bb8-a7 g2-g1(Q)+ 65 Ba7xg1 Kh1xg1, and the last Pawn will reach the last square to become a Queen.

A much admired Capablanca endgame, absorbing throughout its length.

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## GAME 9

White L. Carreras

Black J. R. Capablanca (Exhibition Game)

Buenos Aires, 1911

Three Knights Game

It is a common delusion that the way to draw against a great player is to exchange as many pieces as possible.

It just does not work, especially against Capablanca, who always seems to emerge with a slight advantage after every exchange.

The old adage still holds true, "if you want to get a draw, play to win!"

1 e2-e4 e7-e5

2 Ng1-f3 Nb8-c6

3 Nb1-c3 d7-d6

Rather quiet, the energetic 3 ... Bf8-b4 is usually preferred.

Still more modern is the fianchetto of the King Bishop, to bring down on the center, thus:

3 ... g7-g6 4 d2-d4 e5xd4

5 Nc3-d5 Bf8-g7 6 Bc1-g5 Nc6-e7!

(but not 6 ... Ng8-e7 7 Nf3xd4

Bg7xd4 8 Qd1xd4 Nc6xd4

9 Nd5-f6+ Ke3-f3 10 Bg5-h6 mate)

7 Nf3xd4 e7-e6 8 Nd5-c3 h7-h6

9 Bg5-f4 d7-d5, and Black has a fine, free game.

4 Bf1-b6 Ng8-e7

6 d2-e4 f7-f6

Dr. Tarrasch would have shuddered at this 'ugly' move, but it does maintain the strongpoint at e5.

6 d4xc5

But this eases the pressure, and provides Black (after castling) with an open file for his Rook.

6 ... f6xe5  
7 Be1-g5 Be8-g4  
8 Qd1-d3 e7-e6  
9 Bb5-a4 h7-h6  
10 Bg5xe7 Bf6xe7  
11 Ne3-e5 0-0  
12 Ba4xc6

This move, and his next, release whatever pressure White has had on the position.

A spirited alternative is offered by Capablanca in *La Prensa*, as follows: 12 Qd3-b3! Kg8-h7 13 Qb3xb7 Bg4xf3 14 Ba4xc6 Rxb6! 15 Qb7xc7 Qd8xc7 16 Nd5xc7 Bf3ag2 17 Rh1-g1 Bg2-h3 18 Rg1-g3 Bh3-e6, and he considers Black to have enough compensation for the sacrificed Pawn.

12 ... b7xc6  
13 Nd5xc7+ Qd8xc7  
14 Nf3-e2 Bg4-e6

The beginning of centralization, and the establishment of a Pawn roller.

15 0-0

It is of such mechanical development that Botvinnik, commenting on his game against Sokolsky, said, 'It is gradually becoming apparent

that White (Sokolsky) has no plan whatever, and is occupied only with "development" of his pieces. Perhaps this was sufficient fifty years ago, but in our day, when at the sixth to eight move every master formulates his plan for the middle game, there is no "better" way of getting a cramped and passive position than by aiming only at development.'

More to the point than the text move, was 15 c2-c4, to make Black fight for occupation of the center:

15 ... e6-g6!  
16 f2-f3 Qe7-c6+  
17 Kg1-h1 e6-e5!

Intending 18 ... e5-e4 next, to keep the Knight out of the square b3.

18 Nd2-b3 Qe6-b6  
19 Qd3-c3 e6-d4

Forced, as the King Pawn was attacked, and forcing, as the Queen must exchange or retreat.

20 Qc3-e5

White is happy to exchange Queens, as a means of obtaining a draw.

20 ... Bc6xb3  
21 Qd6xb6 c7xb6  
22 a2xb3 e6-e6  
23 Kh1-g1

The position would now be called a draw by most players, but Black has an infinitesimal advantage—and that's all that Capablanca needs!

The endgame that follows is one of the most delightful ever played by Capablanca, with enough Pawn play to gladden the heart of a Philidor.

# Ending 9

Position after 23 Kx3 g4

Capablanca to move



Comment

Black has a positional advantage in that his Pawns have great potential to expand. His Queen Pawn may, with care, be converted to a passed Pawn, and there is some prospect of gaining control of the Queen Rook file.

This may seem rebuttal, but watch the meticulous manipulations of Capablanca's fine Cuban hand!

23 ... Kg8 f7!

White poses no danger in 24 f3-f4, as after 24 ... e5x4 25 Rf1x4+ Kf7-e6 26 Ral-f1 Rf8x4 27 Rf1x4 e6-e1, and Black wins.

24 Kg1-e2 Kf7-e6

25 Kf3-e2 b6-b5

26 Ke2-d2 g7-g5

27 h2-h3 h6-h5

This prepares for a possible break through by ... g5-g4

28 g2-g4

Squeezes that little ideal! But Capablanca has other resources.

28 ... h5-h4

29 Kd2-e2 Rf8-f7

30 Rf1-e2 Rf7-a7

31 Ke2-d3 a6-a4

Threatens 32 ... a4xb3 33 Ra1xa7

Ra1xa7 34 c2xb3 Rb7-a7

35 Rf2-h2 (to save the Rook Pawn)

36 ... Ra1-b1 36 Ke3-e2 (any other King move loses the Rook, and any Rook move loses the Rook Pawn)

36 ... Rb1-f1, and Black wins the Bishop-Pawn, after which the King Pawn or the Rook Pawn falls.

32 b3xa4 c5-c4+

33 Ke3-d2 Ra7xa4

34 Ra1-b1 Ra4-a7

35 Rf2-f1 Ra1xb1

36 Rf1xb1 Ra8-a2

Rook on the seventh! The magnificent winning move!

37 Ke2-d1 b5-b4

38 Ke1-d2 Ke6-e5

39 Ka2-d1 Ka6-c5

40 b2-b3

This lets Black win in beautiful style. The alternative 40 Kd1-d2 leads to this neat finish:

40 ... Rx2xb2 41 Rb1xb2

e4-e3+ 42 Kd2-e1 c2xb2+

43 Kc1xb2 Ke5-e4 44 Kb2-e1

d4-d3 45 c2xd3+ Kd4xd3

46 f3-f4 (otherwise 46 ... Kd3-e3

wins at once) 46 ... e5xf4

47 e4-e5 f4-f3, and Black wins.

48 ... e4-e3

41 Rb1-c1 d4-c3!

42 c2xd3

Two other moves allow amusing  
Pawn forks:

(a) 42 Rc1 b1 d3xc2+ winning the  
Rook.

(b) 42 Kd1-e1 d3xd2+ winning the  
Rook.

42 ... Rg2-h2

43 Rc1-c2

Any other move by King or Rook  
loses the Rook instantly.

43 ... Rh2-h1+

44 Kd1-c2 Kc5-d4!

That is the position



Position after 44. . . Kc5-d4

White is in zugzwang! Any move by  
King or Rook loses the Rook.

45 White Resigns

A picturesque conclusion by a great  
artist!

## GAME 10

White J. R. Capablanca

Black D. Janowsky

New York, 1913

### Four Knights Game

Capablanca chooses a safe, solid  
opening that offers little winning  
chances—except against Janowsky,  
who would hardly be content to  
draw by going into a symmetrical  
variation.

That it is that Capablanca  
emerges from the opening with a  
slight initiative. But this smidgen of  
advantage is all Capablanca needs,  
as he knows how to carry it over  
skillfully into the ending, in this  
case a superb specimen of Rook  
and Pawn play.

1 e2-e4 e7-e5

2 Ng1-f3 Nb8-c6

3 Nb1-c3 Ng8-f6

4 Bf1-b5 a7-a6

Janowsky tries to induce 5 Bb5-a4  
in reply, switching over to the Ruy  
Lopez.

The strongest defence

4 ... Nc6-d4 had just about then  
been discovered by Rubinstein, but  
could not have been known to  
Janowsky, who never opened a  
chess book in his life.

5 Bc5xc6 d7xc6

6 0-0

A more aggressive line is this:  
 6 Nf3xe5 Nf6xe4 7 Ne3xe4  
 Qd8-d4 8 0-0 Qd4xe5 9 d2-d4  
 Qc5-f5 10 Rf1-e1 (threatens  
 11 Ne4-f5+ and mate next) Bc8-e8  
 11 Sc1-g5 Bf8-d6 (the better move  
 is 11 ... h7-h6) 12 g2-g4 Qf5-g6  
 (but not 12 ... Qf5xg4+  
 13 Qd1xg4 Bc6xg4 14 Ne4xd6+,  
 winning a piece) 13 f2-f4 f7-f5  
 14 Ne4xd6, c7xd6 15 d4-d5+, and  
 White wins a piece (or more) as in  
 the game Znosko-Borovsky against  
 Rubinstein at Ostend in 1907...

6 ... Bc8-g4

7 K2-b3 Bg4xh5

8 Qd1-e2 Bf8-d6

9 d2-d3 Qd8-e7

10 Ne3-d1 0-0

Lasker's suggestion for obtaining  
 counter-play by 10 ... Nf6-d7  
 11 Nd1-e3 Bf5xf3 12 Qc2xf3  
 g7-g6, would not have interested a  
 two-Bishop man like Janowsky.

11 Nd1-e3 Bf5-g6

12 Nf3-h4 Rh8-g8

13 Ne3-f5 Qc7-e6

14 f2-f4

With the tactical threat 15 Nf5xd6+  
 Qc6xd6 16 f4-f5 Bg6 h5  
 17 g2-g4 trapping the Bishop, and  
 the strategical threat of opening the  
 Bishop file for the conveyance of  
 the Rooks, who will bear down on  
 h with their full weight.

14 ... Bg6xf5

15 Nh4xf5 e6xf4

16 Bc1xf4 Bd6-c5+

17 Bf4-e3 Bc5-f6

18 Qc2(f2) Rd8-d7

19 Be3-e5! Bf8xc5

20 Qf2xc5 Kc8-b8

White was threatening to invade by  
 21 Qc5-e7, and to follow it up with  
 22 Qc7-e8+, winning a Pawn and  
 breaking up the King's shelter of  
 Pawns.

The Pawn position is in White's  
 favour, and he plans to turn it to  
 account (for this:

(a) to double the Rooks on the King  
 Bishop file to induce the inevitable  
 advance ... f7-f6,

(b) to exchange Queens and  
 Knights,

(c) to advance the King Knight  
 Pawn to g4 and g6, to eliminate  
 Black's Bishop Pawn, and thereby  
 create a passed Pawn on the King  
 file.

(d) then—well the rest is a matter  
 of endgame technique, which even  
 the Capablanca had at his finger  
 tips.

21 Rf1-f2 Nf6-e8

Anticipating White's quest of win-  
 ning a Pawn by 22 Ra1-f1 followed  
 by 23 Nf5xg7, Black regroups his  
 pieces.

22 Ra1-f1 f7-f6

Sooner or later this move had to be  
 made, in view of the pressure on  
 the Pawn.

Black had no time for  
 22 ... Qc6xa2, as after 23 Nf5-e7  
 Rg8-b8 24 Rf2x17 lets the enemy  
 into the camp.

23 h2-h3 Ne8-d6

24 Rf2-f4 Nd6xf5

Black hastens his own doom by this and the following exchange, but chess players often seem hypnotized and go knowingly into hopeless lines of play.

23 Qd5xf5 Qg6xf5

26 Rh4xf5 Rg8-e8

## Ending 10

Position after 26 ... Rg8-e8

January



Capablanca to move

White's continuing initiative has left him with certain advantages: his Rook, strongly posted at f5, enjoys freedom of movement, and exerts great pressure on f6, the critical point in the position; his King can move quickly to e3, where it can support an advance by the Queen Pawn, and later on the King Pawn.

In contrast, Black is hampered by Rooks that are restricted to defence, and by the doubled Pawns on the c-file. These cannot be easily

dislodged, as the preparatory ... b7-b6 would be parried by b3-b4, restraining the advance of the Bishop Pawn.

Capablanca plans to create a passed Pawn on the King file, with which he expects to win.

To do this he must

- prevent Black's Queen-side Pawns from advancing,
- bring his King to e3,
- effect an exchange of Black's f-Pawn by means of g2-g4 and g4-g5,

(d) advance the Queen Pawn, and then the King Pawn, to acquire a passed Pawn.

27 g2-g4!

The first step in the process. The Pawn is to push on to g5 when the time is ripe, to attack f6, the key square in the position.

27 ... b7-b6

28 b3-b4!

Squashes any attempt to undouble the Pawns.

28 ... Kd6-d7

29 Kg1-f2 b6-b5

Black intends 30 ... Kd7-b6, followed by 31 ... a8-a6 and 32 ... g6xb4. This would give him an open file for his Rook, and a chance for counter-play.

White, however, nips that idea in the bud.

30 e2-e4! Rg7-d4

No good comes of 30 ... b5xa4, which leaves Black's Q-side Pawns split up and isolated, while the Pawn he has gained cannot be



## Ending 10

maintained after 31 Rf1-e1.

31 Rf1-b1 Re6-e5

32 Kf2-e3 Rd4-d7

If 32... Re5xe5 33 g6f5 Rd4-d7 34 d3-d4, and White has a winning position.

33 e4-e5!

This fixes Black's Pawns on the Queen side, and lets White devote his energies to the other side of the board.

33... Re5-e6

34 Rb1-f1 Rd7-e7

35 g4-g5 Rg6g5

Defending the Pawn instead by the mask 35... Re7-f7 succumbs to 36 e3-d4, 37 Rf1-f4, and 38 e4-e5.

36 Rf5ag5

Capablanca says at this point that his chances of winning are excellent. He cites these advantages:

- (a) he has a passed Pawn,
- (b) his King is in an ideal position—ready to assist the Pawns in their march up the board, or if need be to occupy the dominating square c5, or if danger threatens, to shift to the King side,
- (c) he has a Rook commanding the open Bishop file.

(a) he has a passed Pawn.

36... Re6-e5

37 Rg5-g3 Rb6-e6

Keeps the center Pawns from moving.

38 h3-h4 g7-g6

39 Rg3-g5

The object is to simplify the position with 40 h4-h5 g6xh5

41 Rg5xh5. White could then double his Rooks against the isolated Pawn and win it, or keep Black occupied with the thankless task of defending it.

39... h7-h6

Or 39... Re6-e5 40 Rf1-f6

Re7-e6 41 Rg5xe5 Re6xe5

42 Rf6f4 with easy stiling for White.

40 Rg5-g4 Re7-g7

Otherwise, White could force this with 41 Rf1-f6, threatening 42 Rf6-g6.

But now the Pawns in the center begin their advance.

41 d3-d4 Kb7-c8

42 Rf1-f6+ Kc8-b7

The King turns back, not caring for 42... Kc8-d7, when 43 Rf6-e6 wins the Rook Pawn and clears the road for another passed Pawn.

43 e4-e5 g6-g5

44 Ke3-e4 Re6-e7

45 h4xg5 h6xg5

Clearly, 45... Rg7xg5 46 Rg4xg5 h6xg5 47 Rf6-g6 loses a Pawn with out affording any relief.

46 Rf6-f5 Kb7-c8

47 Rg4xg5 Rg7-h7

48 Rg5-h5 Kc8-d7

49 Rh5xb7 Re7xb7

50 Rf5-f6 Rh7-h4+

51 Kd4-d3 Rh4-h3+

52 Kd3-c2 e6-e5

Dispersion, but there is no hope in 52... Rh3-h4 53 Kd2-c3 Rh4-h3+ 54 Kc3-b2 Rh3-h4 55 c3-c3 Rh4-h3+ 56 Kd2-b3, and White is

free to attack the Rock Pawn and win it.

53 b4xa5 Rb3-a3

54 d4-d5 Black Resigns

If 54 ... Rb3xa5 55 Rb8-d7+

Kd7-d8 56 c5-c6 b5-b4 57 Rf7-e8+

Kd8-e7 58 d5-d6+! c7xc6 (if 58 ... Kc7xf8 59 d6xc7 wins) 59 c6-c7, and White wins.

'Capablanca's play was beyond reproach,' says Lasker, 'and he executed his plan in a very able manner.'

## GAME 11

White H. Kline

Black J. R. Capablanca

New York, 1913

### *Irregular Opening*

Some exquisite endgame play marks this little-known game of Capablanca's.

The scanty notes furnished by Euwe, Nimzowitsch, or Capablanca himself (in whose books the score of this game appears) do not indicate the beauties that are hidden beneath the surface of the play.

There is a tantalizing comment, though, by Capablanca after Black's 37th move, which reads: 'The student should, from now on, examine the ending move by move

I did as instructed, and discovered (to my pleasure) that there was brilliance galore in the moves that were never made—in the ideas that gave rise to the moves actually made!

1 d2-d4 Ng8-f6

2 Ng1-f3 d7-d6

3 e2-c3

It's only White's third move, and we're out of the books:

3 ... Nb8-d7

4 Bc1-e4 c7-c6

5 Qd1-c2 Qd8-c7

6 e2-e4 e7-e6

Black thereby establishes e6 as a strong point for a Pawn (as, it turns out, he maintains for the entire game).

7 Bf4-g3 Bf8-e7

8 Bf1-d3 0-0

9 Nb1-d2 Rf8-e8

10 0-0 Nf6 h5

The Bishop must be eliminated!

11 Nd2-e4 Bc7-d6

12 Nc4-e3 Nd7-d8

The Knight is headed for an outpost station at f4.

13 d4xe5

In anticipation of a triple attack on his Queen Pawn by

13 ... Nf8-e6, White hastens to make this exchange:

13 ... d6xe5

14 Bg3-h4 Qc7-e7

## Ending 11

Nimzowitsch suggests instead 14... **Sc8-e6**, followed by doubling Rooks on the Queen file, to take advantage of the rather uncomfortable position of White's Bishop at d3.

15 **Bh4xf6** **Qc7xf6**  
 16 **Nf3-e1** **Nh5-f4**  
 17 **g2-g3** **NH4-h3+**  
 18 **Kg1-h1** **h7-h5**

Not at once 18... **g7-g5**, as he wants to retain control of the f5 square against an invasion by the Knight.

19 **Nc3-g2** **g7-g5**

Now White will have to go back,' says Capablanca, 'in order to post his Knight at f5, and Black can use the time to good advantage.'

20 **f2-f3** **Nf8-g8**  
 21 **Ng2-e3** **h6-h4**  
 22 **g3-g4**

White missed a glorious chance, according to Nimzowitsch, to win the game by 22 **Nc3-f5** **h4xg3** 23 **h2xg3** **Sc8xf5** 24 **e4xf5** **Ng6-e7** 25 **Kh1-g2** **Kg8g7** 26 **Kg2xh3** **Rd1-h8+** 27 **Kh3-g2** **Qf6-h6** 28 **Kg2-f2** **Qh6-h2+** 29 **Ne1-g2** **Rh8-h3** 30 **Kf2-e1** **Rh3xg3** 31 **Ng2-e3**, and Black's attack is contained.

22 ... **NH3-f4**

'Now the Knight rejoices in his rediscovered freedom, and Black, after this doubtful expansion, which could easily have ended fatally for him, takes up the right line, play in the Queen file, and pursues it with complete mastery to victory.'

23 **Rf1-f2** **NH4xd3**  
 24 **Ne1xd3** **Sc8-e6**  
 25 **Ra1-d1** **Re8-d8**  
 26 **h2-h3** **Ng6-f4**  
 27 **Ne3-g2** **NH4xd3**  
 28 **Rd1xd3** **Rd8xd3**  
 29 **Qc2-e4**

## Ending 11

Position after 29 **Qc2xe4**

Capablanca to move



KLW

Material is even, and a positional advantage for Black seems nebulous. It is true that he can obtain control of the Queen file, and that his Bishop has more potential power than White's Knight, but can Capablanca turn this slight superiority into a win?

Watch the master magician create something out of nothing!

29 ... **Re8-d8**

Drives the Queen off, and takes command of the open file.

Nimzowitsch asks, "Why not win a Pawn by 29... Be6xg4?"

The answer is that there would follow 30 Ng2xh4 g5xh4

31 Rf2-g2, and the greedy Bishop is pinned.

30 Qd3-e2

If 30 Qd3-e2 instead (in order to follow with 31 Rf2-d2, to dispute possession of the open file) the continuation could be: 30... h4-h3

31 Ng2-e3 Qf8-f4 32 Ne3-d1 (on 32 Qc2-c1 Qh4xe3 is decisive)

32... Be6xg4 33 f3xg4 Rd8ad1+ 34 Qc2xd1 Qh4xf2, and White is helpless to avert mate.

Or if 30 Qd3-e2 h4-h3

31 Ng2-e1 Qf8-f4 (prevents 32 Rf2-d2, and threatens further invasion by 32... Qh4-e3)

32 Rf2-e2 Be6xg4 33 f3xg4 Qh4-f1 mate...

30 ... h4-h3?

31 Ng2-e3 a7-a5

Capablanca turns his attention to the other side of the board, where he will try to create a passed Pawn by breaking up White's Queenside.

32 Rf2-f1 a8-a4

33 c3-c4

An attempt to wrest control of the Queen file loses at least a Pawn,

thus: 33 Rf1-d1 Rd8ad1+ (or the simple 33... a4xb3 34 a7xb3

Be6xb3) 34 Qc2xd1 a4xb3

35 a2xb3 Be6xb3 and if

36 Qd1xb3 Qf8xf2+ followed by 37... Qf3xe3+ wins easily.

Or if 33 b3xa4 Qf8-f4 34 Rf1-d1 Rd8ad1+ 35 Ne3xd1 Be6-c4!

36 Qc2-f2 (on 36 Qc2-e3, Qh4xe3

37 Nd1xe3 Bc4-e2 will remove a

couple of Pawns) 36... Qh4-e1

37 Qf2-e1 (if 37 Qf2-g1, Bc4-e2 wins at once) 37... Bc4-d3, and the threat of 38... Bc3-c2 is insuperable.

33 ... Rd8-e8!

34 Ne3-c2 Rd4-e7

35 Ne2-e3 Qf8-d8

36 Rf1-d1 Rd7xd1+

37 Ne3xd1

Perhaps 37 Qc2xd1 would be better, with some intriguing possibilities:

37 Qc2xd1 Qd8-e5 38 b3xa4

Qe5-c3 39 Qd1-e2 Qc3-c1+

40 Ne3-d1 (on 40 Ne3-f1, Be6xc4 would come quick as a work)

40... Be6xe4 41 Qc2-e1 Bc4-d3

42 Qe1-g1 (to meet 42... Bd3-c2

with 43 Nd1-f2) 42... Bc3-e2

43 Nd1-f2 Be2xf3 mate.

Or if 37 Qc2xd1 Qd8-e5

38 Qd1-e2 (definitely not

38 Qd1-c3 Qe5-e1+ 39 Ne3-f1

Qe1-e2 40 Ne1-e3 Qf2xf3+

41 Kh1-g1 Kg8-h7, and White is

helpless against the threat of 42... Be6xg4

followed by 43... Bg4-h5

and 44... Bf5-g6) 38... a4xb3

39 a2xb3 Qe5-c3, and Black wins a Pawn and the ending.

37 ... Qd8-d4!

Combines centralization with control of the Queen file.

38 Nd1-f2 b7-b5!

39 e4xb5 a4xb3

40 a2xb3

Of course not 40 b5xc5, when

40... b3xe2 in reply will compel

White to give up his Queen for a

Pawn.

40 ... Be6xb3

## Game 12

With the powerful threat of 41 ... Qd4 a1+, winning the Knight—as a start.

41 Nf2xh3

This is the position:



Position after 41 Nf2xh3

41 ... Bb3-d1

42 Qe2-f2

Or 42 Qe2-f2, with this delightful finish: 42 Qe2-f2 c6xb5 43 Qf2xc4 e5xc4 44 Nh3-f2 Bd1-a2, and White cannot head off the Pawn, as 45 e4e5 (to clear a square for the Knight) fails after 45 ... b5-b4 46 Nf2-e4 Bc2xf3+, and Black wins the Knight.

42 ... c6xb5

43 Kh1g2 b5-b4

44 Qf1-b5 b4-b3

45 Qb5-e8+ Kg8-g7

46 Qe8-e7 b3-b2

"The forward march of the Pawn," says Capablanca himself, "is irresistible."

47 Nh3ag5

No better a coming behind the Pawn by 47 Qe7-b7, when 47 ... Bc1xf3+ 48 Kg2xf3, Qd4-e3+ assures the Queening of the Pawn.

Nor can White seek salvation in a perpetual check, as after 47 Qe7xg5+ Kg7-e8 48 Qg5-b6+ Kf8-e7 49 Qh5-g5+ Ke7-d7 50 Qg5-f5+ Kd7-c8 51 Qf5-d3+ Kc8-b8 52 Qc8-b7+ Kb8-a4 53 Qb7-a6+ Ka4-b4 54 Qa6-b7+ Kb4-a3 55 Qb7-a6+ Bd1-a4 56 Qa6-b7 Qd4-b4, and White can resign.

47 ... Bd1-b3

48 Ng5xf7 Bb3xf7

49 Qe7-g5+ Kg7-f8

50 Qg5-h5+ Kf8-e7

51 Qh5-g5+ Ke7-e8

52 White Resigns

The play is pretty enough to be an endgame study.

## GAME 12

White: J. H. Steiner

Black: J. R. Capablanca

New York, 1913

Star Defense

Capablanca seizes the initiative early in the game, and obtains the

making of a King-side attack.

An offer of a Pawn (which the

opponent eagerly accepts) suddenly transforms the situation. The Kingside attack has disappeared, and is replaced by an endgame where Black has all the pressure.

The play from then on illustrates simply and clearly the power that a Rook exerts on the seventh rank absolute—Nimzowitsch's felicitous lure for this desirable situation.

1	c2-c4	Ng8-h6
2	Nb1-c3	c7-c6
3	Ng1-f3	d7-d6
4	e2-e3	e7-e6
5	d2-d4	Nb8-d7
6	e4xd5	

There is no need to release the tension in the center, and free Black's Queen Bishop so soon.

A better course was 6 Nf3-e5, and if then 6 ... d5xc4 7 Ne5xc4 followed by 8 f2-f3 and 9 e3-e4, building up a good Pawn center.

Or the simple 6 Bf1-d3, after which 6 ... d5xc4 leads to the wild of the Meran variation, while quiet development leaves Black with a cramped game.

6	...	e6xd5
7	Bf1-d3	Bf8-d6
8	0-0	0-0
9	Bc1-d2	Rf8-e8
10	Qd1-e2	Qd8-e7
11	Ra1-e1	Nf6-e4!
12	Bd2-c1	

White's pieces are throttled by a terrible Knight which he dare not remove, as 12 Nc3xe4 d5xc4 costs a piece, while 12 Bc3xe4 d5xc4 13 Nf3-e5 Nd7xe5 14 d4xe5

Qe7xe5 loses more than a Pawn.

12	...	Nd7-e6
13	h2-h3	

This Pawn advance, meant to prevent 13 ... Bc8-g4 or 13 ... Nf6-g4, furnishes Black with a target for attack.

13	...	g7-g5!
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Naturelement! The idea is to follow with 14 ... g5-g4, breaking up the Kingside.

14	Bd3xe4	d5xe4
15	Nf3-e2	

Of course not 15 Nf3xg5-h7-h6, and the poor Knight is all dressed up, with no place to go.

15	...	g5-g4
16	Nc3-e2	

White loses quickly after 16 h3-h4 by 16 ... g4-g3 17 f2xg3 Bf8xg3 18 Rf1-d1 Qe7-d6, and Black wins the Knight at h2, which may not move and cannot be further protected.

16	...	g4xh3
17	g2-g3	

Obviously if 17 g2xh3 Bc8xh3 wins the exchange.

17	...	h7-h6
18	Kg1-h1	Kg8-h8
19	Rf1-g1	Re8-g8
20	h2-h3	Nf6-d5
21	Na2-f4	

Guard the square d3 against intrusion by 21 ... Nd5-b4 followed by 22 ... Nb4-d3.

21	...	Bc8-g4
22	Bc1-e2	Bd6xh4

## Ending 12

23 e3xf4 Rg8-e8  
 24 Bd2-e3 Nd5-b4  
 25 Qc2-e2 Rg8-d8  
 26 Re1-e1

Protect the Rook Pawn so that he can play 27 Qd2-e3, though that accomplishes little.

Truth to tell, it is hard to suggest anything constructive, as White's position is lifeless.

26 ... c6-c5  
 27 Qd2-e3 Nb4-d5  
 28 Qc3xc5

Stop for a moment at the Pawn (which one must never do against Capablanca!) and come to grief.

## Ending 12

Position after 26 Qc3xc5

Capablanca to move



Sawyer

Black has sacrificed a Pawn with his last move, for the sake of being able to penetrate the seventh rank with his Rook, after a couple of preliminary exchanges.

He relies on the strength of the Rook on the seventh, combined with the pressure of his Bishop and Rook Pawns on the critical white squares.

28 ... Qc7xc5  
 29 d4xc5 Nd5xc3  
 30 f2xe3 Rd8-d2  
 31 Nh2xg4

Practically forced, if White is to breathe at all. The enemy Rook cannot be driven off by 31 Nh2-f1, as 31... Bg4-f3+ in reply would be fatal.

Meanwhile, Black threatens a playful finish by 31... Rg8-d8 followed by 32... Rd3h2+ 33 Kh1xh2 Rd8-d2+ 34 Kh2-h1 Bg4-f3+ 35 Rg1-g2 Rd2xg2 36 Ra1-f1 Rg2-d2+ 37 Kh1-g1 h3-h2 mate.

31 ... h5xg4  
 32 Rg1-d1 Rg8-d8  
 33 Rd1xd2 Rd8xd2  
 34 b3-b4 a7-a6  
 35 Ra1-b1

White must activate his Rook, or wait for Black's King to wander over to his Pawns by way of e4 and d3, and pick them off at his leisure.

White's King can do nothing to help out, i.e. if 35 Kh1-g1 Kh8-g7 36 Rg1-f1 h3-h2 37 Kh1-e1 Rd2-g2, and mate comes next move.

35 ... Rd2xa2  
 36 b4-b5 a6xb5  
 37 Rb1xb5 Ra2-e2  
 38 Rb5xb7 Kb8-g7  
 39 Rb7-e7 Rc2xc5  
 40 Re7xe4 Rc4-c1+

A well-known finesse for posting the Rook on the seventh rank, and keeping the move.

41 Kh1-h2 Rc1-c2+

42 Kh2-h1 Rc2-g2

43 Re4-e5 f7-f6

Eliminates the possibility of the Rook getting behind the Knight Pawn.

44 Re5-e6 Rg2-g3

45 e3-e4 Rg3-e3

46 Re5-e4 g4-g3

47 White Resigns

After 47 Re4-c1 to stop mate, 47... Re3xe4 ends the last shred of resistance.

An ending played with an economy of style that makes it look easy—the hallmark of Capablanca.

## GAME 13

White J. R. Capablanca

Black A. Kupchik

Havana, 1913

### Four Knights Game

Although successful with this opening early in his career, Capablanca abandoned it after a heart-breaking loss to Tarasch in the great St. Petersburg Tournament of 1914.

Kupchik takes a line played by Jaffe against Capablanca in an earlier round—but the wily Cuban had discovered an improvement for White in the meantime, and found a ready victim in Kupchik.

1 e2-e4 e7-e5

2 Ng1-f3 Nb8-c6

3 Nb1-c3 Ng8-f6

4 Bf1-b5 Bf8-b4

The merits of 4... Nc8-d4, Rubinstein's fighting defence, were unknown to most American masters. They made no effort to keep up with the play of their contemporaries, to say nothing of being familiar with the literature

of chess.

5 0-0 0-0

6 Bb5xc6 b7xc6

The safer recapture is by 6... d7xc6, after which 7 Nf3xe5 poses no danger, as Black equalized by 7... Rf8-e8 8 Ne5-d3 Bb4xc3 9 d2xc3 Nf6xc4.

7 Nf3xe5 Qd8-e8

'Follows in Jaffe's footsteps,' says Capablanca, 'though this move, as demonstrated here, is bad. Better defences were 7... Rf8-e8, or 7... Bb4xc3.'

The move, however, was not new. It was played by Vidmar against Alekhine at Carlsbad in 1911. Alekhine uncorked a beautiful suite of surprise moves that bowled the worthy Doctor over. This is what followed: 8 Ne5-g4 Nf6xe4 9 Ng4-h6+ Kg3-h3 10 Rf1-e1



## Ending 13

d7 d5 11 d2-c3 Qc8-e5 12 c3xc4  
d5 d4 13 a2-a3 d4xc3 14 a3xb4  
c3xb2 15 Nh6xf7- Kh8-g8  
16 Ra1-b1! (what a move!) Rf8xf7  
17 Bc1xb2 Qe5-g5 18 Qd1-c3, and  
Alekhine eventually won a brilliant  
game.

### 8 Ne5-d3!

Simple and powerful—the Capablanca style. It is doubtful that Capablanca would have ventured on so wild-looking a King-side attack as did Alekhine, even if he were familiar with the Alekhine-Vidmar game.

Both Capablanca and Alekhine were geniuses, but their techniques differed from each other, as Bach's differed from Beethoven's.

It is we who are fortunate enough to enjoy their wondrous though different creations.

Coming back to the game, it is worthy of note that Capablanca says of his last move: 'This is the correct move, after which Black is lost.'

It is significant that a great master can foresee that a game is lost at a point where ordinary mortals (such as you or I) view it as being in the opening stages.

8 ... Bb4xc3

9 d2xc3 Qc8xe4

Obviously, 9 ... Nh6xe4 is fatal after 10 Rf1-e1 followed by 11 d2-f3.

10 Rf1-e1 Qe4-f4

11 Qd1-f3 Bc3-g5

12 Bc1-f4 Ra8-c8

13 Bh4-e5 Be6xd3

Necessary, in view of the threat of 14 Be5xf6 followed by 15 Nd3-c5, winning a couple of Pawns.

14 c2xd3

'A stronger reply was 24 Be5xf6,' says Capablanca, 'but Black has a bad game in either case.'

14 ... Qh4-g4

15 Be5xf6 Qg4xd3

16 g2xf3 g7xf6

Capablanca has managed to have himself with the more active Rooks and three Pawn islands (as he so aptly named them) against four of his opponent's.

## Ending 13

Position after 16... g7xf6

Kapchik



Capablanca to move

White's positional advantage consists of his control of the open King file, the greater mobility of his pieces, and the superior Pawn position.

Capablanca plans to attack the isolated Pawn, and to Black's

pieces down to its defence. After an exchange of Rooks (inevitable, sooner or later) the remaining Rook can switch from one side of the board to the other, presenting problems to the defender, which may turn out to be insuperable.

17 Ra1-e4 Rf8-e8  
18 Ra1-e1 Re8-e6  
19 Ra1-e3 Rg8-e8  
20 Kgl-f1 Kg8-f8

Black brings his King to the centre, in conformance with general end-game principles.

More aggressive measures would be dangerous, viz., 20 ... f6 f5 21 Rcd-d4 Rcd-c3 22 f2xc3 Rcd-c3 23 Kf1 f2 Rcd-c7 24 Rcd-e4, followed by 25 Ra4xc7, when suddenly White has a passed Pawn and probable win.

21 Kf1-e2 Kf8-e7  
22 Ra4-e4!

Forces one of Black's Rooks into a passive position.

22 ... Re8-e8  
23 Ra4-e5!

And this fine move gains control of the fifth rank stopping either of the doubled Pawns from moving forward to the fourth rank.

23 ... d7-d5

The Queen Pawn advances (the only Pawn daring to do so) but at the cost of weakening the Queen Bishop Pawn.

24 c3-c4! Kc7-d6

Practically forced, as 24 ... d5xc4 25 d3xc4 leaves all six of Black's remaining Pawns doubled or iso-

lated, and consequently weak.

As for advancing the Queen Pawn, Capablanca says of that, 'if 24 ... d5-d4 25 Re3-e4 Kc7-d6 26 b2-b4! Re6-e5 27 Ra5-e6 and Black's game is hopeless.'  
25 e4-e5+

Fixes the Bishop Pawns.

25 ... Kd6-d7

26 d3-d4 f6-f5

Ready to swing his Rook over to h6 to get some counterplay, but Capablanca, always on the defensive, removes the Rook from the scene.

27 Re3xe6 f7xe6

Undoubles his Pawns, thereby getting something out of the mess.

28 f3-f4

Stifles the King Pawn completely, and clears a way for the Rook to swing over to the King side.

28 ... Kd7-e8

Clearly in order to guard the Rook Pawn, and release the Rook for active duty.

29 Kc2-d2 Kc8-b7

Black misses a drawing chance by 29 ... Ra8-b8, when 30 b2-b3 in reply blocks the third rank for White's Rook, while if 30 Kd2-c2 Rb8-b4 31 Kc2-c3 Rb4-c4+ 32 Kc3-d3 Rc4-b4 makes it difficult for White to make progress.

30 Ra5-a3 Ra6-g6

31 Ra3-b3 Rg6-g7

Once again the Rook assumes a passive position.

In Rook endings, the Rook, with or without, must be active.

Black should play Rg8-g1, where

### Ending 13

he might threaten (or at least frighten) some of the Pawns.

- 32 Kd2-e2 Kc7-e6  
 33 Rh3-h6 Rg7-e7  
 34 Ka2-d3

Black is in semi-zugzwang. Only his King can move without losing a Pawn.

- 34 ... Ka6-b7

The King is on his way to d7, to release the Rook of guard duty.

- 35 b2-h4 Kb7-e6  
 36 Rh6-h5 Kc6-d7  
 37 Rh5-g5

Seizes control of the open file before Black can do so.

- 37 ... Ra7-f7  
 38 Kc3-c3 Kd7-c8

Black prepares against a possible invasion by White's King at e6.

- 39 Kc3-b4 Rf7-f6  
 40 Kb4-a5 Kc8-b7  
 41 a2-a4 a7-a6  
 42 h4-h5 Rf6-h6  
 43 b2-b4 Rh6-f6

This is the position:



Position after 43... Rh6-f6

- 44 b4-b5

Capablanca himself calls this a weak move, which gives Black a fighting chance.

'In this ending,' he says, 'as is often the case with most players, White plays the best moves when ever the situation is difficult and requires careful handling, but once his position seems to be overwhelming he relaxes his efforts, and the result is nothing to be proud of. The right move was 44 Rg5-g7.'

Analysis shows this probable continuation: 44 Rg5-g7 Rf6-h6 45 b4-b5 c6xb5 46 a4xb5 c5xb5 (or a6... Rh6-h5) 47 b5-b6 47 Ka5xb5 Rh6xb5 48 c5-c6+ Kb7-b8 49 Kc6-e6 and mate next move.

I am confident (says Chernav) that 44 b4-b5 would have been marked as the winning move by all other annotators, had not Capablanca himself said that the move was weak, and should have been replaced by 44 Rg5-g7.

- 44 ... a6xb5  
 45 a4xb5 Rf6-f8!

At last! Black makes up to the fact that the Rook must be aggressive in the endgame!

- 46 Rg5-g7 Rf8-e8+  
 47 Ka5-b4 c6xb5  
 48 Kb4xb5 Ra8-a2  
 49 c5-c6+ Kb7-b8  
 50 Rg7xh7 Ra2-b2+  
 51 Kb5-a5 Rb2-a2+  
 52 Ka5-b4 Ra2x12  
 53 Rh7-e7 Rf2x14

Natural enough, but it loses. The

last drawing chance (if any) was offered by 53 ... Rf2-b2+  
54 Kb4-c3 Rb2a2 55 Re7xe6  
Kb6-a7 56 h5-h6 Ka7-b6

54 N5-h6! Rf4xd4+

55 Kb4-b5 Rg4-d1

56 h6-h7 Rd1-b1+

57 Kb5-c5 Rb1-c1+

58 Kc3-d4 Rc1-d7+

59 Ke4-e5 Rd7-e1+

60 Ke5-f6 Re1-h1

61 Re7-e8+ Kb8-a7

62 h7-h8! Rb1xb8

63 Re8xb8 Ka7-b6

64 Kf6xe6 Kb6xc6

65 Ke6xf5 Kc6-c5

66 Kf5-e5 c7-c6

67 Rh8-h6 Kc5-b5

#### 68 Ke5-d4 Black Recalls

Hooper in his *Practical Chess Endgame* sums it up well, when he says, 'A characteristic of this kind of endgame is the switching of the attack from wing to wing. This is not a random thing. The broad pattern of this game is that White first drives Black's King and Rook over to defend the Queen side; Black's King side is then less well-defended, so White switches his attack to the King side; in trying to defend himself there too, Black becomes disorganized. White finishes with a two-pronged attack on both wings. Altogether White made use of the third, fourth, fifth, sixth, seventh, and eighth ranks, and of the a-, e-, g-, and h-files.'

## GAME 14

White J. R. Capablanca

Black P. P. Brynson

New York, 1913

### Sicilian Defence

Capablanca handles the opening in thoroughly modern style, and keeps his opponent busy warding off threats on both sides of the board.

The ending is particularly interesting, tounded as it is with unexpected snubbing Pawn moves.

1 e2-e4 c7-c5

Even so far back as 1851, when the First International Chess Tournament took place at London, players

have resorted to the Sicilian Defence, to avoid the complexities of the Ruy López. (Today the Sicilian Defence, with its myriads of variations and nests of subvariations, has a whole literature of its own.)

2 Ng1-f3 Nb8-c6

3 d2-d4 c5xd4

4 Nf3xd4 Ng8-f6

5 Nb1-c3 d7-d6

Here 5 ... g7-g6 is premature, as after 6 Nd4xc6 b7xc6 7 e4-e5 the Knight must return home.

6	Bf1-e2	g7-g6
7	g-g	Bc8-e7
8	Bc1-e3	Bf8-g7
9	f2-f3	g-g
10	Qd1-e2	e7-e6

A good move, as it prevents 11 Nd4-b5, and prepares for Queen-side counterplay by 11 ... b7-b6, 12 ... Nc8-a6, 13 ... Qd8-c7 and 14 ... Ne5-c4, the attack on the c-file being compensation to Black for his otherwise cramped position.

11 Ra1-d1

The immediate 11 Bc3-h6 (to get rid of Black's strongest minor piece) would be an error, as after 11 ... Nc6xd4 12 Bh6ag7 Nd4xe2+ 13 Qd2xe2 Kg8ag7, Black wins a piece.

11	...	Qd8-e7
12	Nd4-b3	Ra8-d8

More to the point was 12 ... Ra8-c8, followed by 13 ... Nc6-a6 and 14 ... Ne5-c4, to gain control of c4 (and perhaps enforce an exchange of Knight for Bishop).

13	Bc3-h6	Bd7-c8
14	Bh6ag7	Kg8ag7
15	Qd2-e3	e7-e6
16	f2-f4	Bc8-e6
17	Nc3-d5	Bf6xd5

The exchange is forced, the consequences of a Queen move being disastrous. For example, if

17 ... Qc7-d7 18 Nd5xh6 Kg7xh6 19 Rd1xd6! Qd7xd6 20 h4xe5+, and Black must either play 20 ... Kf6xe5 and be mated by 21 Qe3-f4+, or move his King and allow the impudent Pawn to take his Queen.

Or if 17 ... Qc7-c8 18 Nd5xh6 Kg7xh6 19 h4xe5+ Kf6-e7 20 e5xd6+ Rd8xd6 21 Qe3-e5 Rf8-d8 22 e4-e5 and Black must give up his Knight.

18 e4xd5 Nc6-e7

Much better is the aggressive 18 ... Nc6-b4, with a double attack on the d-Pawn by the Knights, and a double attack on the c-Pawn by Queen and Knight.

The line that seems best for White is 18c. 19 Nxe5-d6xe5 20 d5-e6! Rd8xd6 21 Qe3xe5 Rf8-d8 (or 21 ... Rd6-c6 22 Qe5xc7 Rf6xc7 23 c2-c3, with honours even) 22 Nb3-d4, and the annoying threat of 23 Nd4-e6+ is hard to meet (to say nothing of 23 Rf1x6, or 23 g2-g4 and 24 g4-g5).

19	c2-c4	Ne7-f5
20	Qe3-f3	e5-e4
21	Qf3-e3	

Pins the Knight and minces 22 g2-g4 and 23 g4-g5, winning the unfortunate creature.

21	...	Qc7-b6+
22	Nb3-d4	

This Knight, though pinned, is dangerous.

22	...	Rd8-e8
23	Kg1-h1	Nf5xe4

Safest, as otherwise this might occur: 24 g2-g4 Nf5-e7 25 g4-g5

Nf6 d7 (or to h5) 26 Nd4 f5+  
Kg7 g8 27 Nf5 h6 mate.

24 Rd1xd4 Kg7-g8

25 f4-f5 Rc8-c8

26 b2-b4 Qb6-c7

27 Qc3-g3 Qc7-e7

28 f5xg6 f7xg6

29 e4-e5!

The birth of a passed Pawn!

29 ... d6xg6

30 e5 d6 Qx7-e5

## Ending 14

Position after 30 ... Qx7-e5

Byson



Capablanca to move

Capablanca is a Pawn behind—for the moment. After he recovers it, material will be even.

Positionally, White may enjoy a slight advantage, as his passed Pawn has only two steps to take to become a Queen, while Black's King Pawn has three. The road is

heavily guarded though, and Capablanca's problem is to dispose of the powerful blockaders.

31 Qg3xe5 Re8xe6

32 b4xe5 Nf6-d7

On 32 ... Re8xe6, the reply 33 Rf1x16 R16x16 34 d6-d7 wins a Pawn.

After Black's actual move, it would seem that White can make no progress, and is bound to lose the Bishop Pawn.

So it would seem but watch!

33 Be2xe8! b7xe6

Some pretty play follows.

33 ... Rf8xf1+ 34 Be6xf1 Re8xc5 (if 34 ... Nd7xc5 35 d6-d7 wins a piece for White) 35 Rd4xe4, thus:

(a) 35 ... Rc5-d5 (to attack the Pawn) 36 Bf1-c4 pinning the Rook.

(b) 35 ... Re8-e6 (to attack the Pawn) 36 Re4-e8+ Kg8-f7 37 Re8-e7+, and White wins a piece.

(c) 35 ... Nd7-f6 36 Re8-e8+! Kg8-f7 (on 36 ... Nf6xe6 37 d6-d7 wins nicely) 37 Re8-e7+ Kf7-e8 38 Rd7xb7, and White has won a second Pawn.

34 Rf1xf8+ Kg8xf8

Clearly, this offers more hope than 34 ... Nd7x16 35 c5-e6 Re5-c5 36 d6-d7 Nf8-e6 37 Rd4xe4 Ne8-d8 (on 37 ... Rc5xc6 38 Re4xe8 wins) 38 Re4e8+ Kg8-f7 39 Re8xd8 Rd8xc6 40 Rd8-f8+, and White wins.

35 c8-e6

Threatens to take the Knight, and then move on to become a Queen.

## Game 15

35 ... Kf8-e8

36 e6-e7 Re5-e6

Does this head off the Pawn?

37 Re4xe4+ Ke8-f8

38 Re4-e7 Nd7-f6

39 e6-d7 Nh6xd7

What else is there? If 39 ... Rc5xc7

40 d7-d8(Q)+ forces mate, or if

39 ... Kf6xe7 40 d7-d6(Q)+ wins

41 once

40 Re7xd7 Black Resigns

As the threat of 41 Rd7 d6+ followed by Queening the Pawn cannot be met.

A schenno by Capablanca who went through this tournament with a score of 13 wins, no draws, no losses.

## GAME 15

White: O. Duras

Black: J. R. Capablanca

New York, 1913

Queen's Gambit Accepted

Capablanca turns out one of his most famous Rook and Pawn endings in this game against Duras.

The play is instructive enough (though not necessarily so) to have found its way into practically every book on endgame play.

Very attractive in the way Black's Pawns, escorted by their King, march irresistibly up the board to victory, sweeping away all obstacles in their path.

1 d2-d4 d7-d5

2 Ng1-f3 Ng8-f6

3 c2-c4 e7-e6

The Queen's Gambit Declined ...

4 Nb1-c3 d5xc4

... but now accepted.

5 e2-e3 a7-a6

6 Bf1xc4 b7-b6

7 Bc4-d3 Bc8-b7

8 a2-a4

A good alternative was 8 Qd1-c2, preparing to advance the King Pawn.

8 ... b5-b4

9 Nc3-b1

Worth more than a passing glance was 9 Nc3 a2 in order to deploy the Knight (after 10 Bc1 d2) to b3 (by way of c1) where it would occupy a strong, unassailable position.

A fine example of this strategic placement of the Knight occurs in the Alekhine-Tarashch game at Hastings in 1922.

9 ... c7-c6

10 0-0 Nf6-e6

11 d4xc5

With this White gives up the center, leaving perhaps that his opponent might capture first, leaving him with an isolated Pawn.

11 ... Bf8e5  
 12 Qd1-e2 Qd8-e5  
 13 Rf1-e1 Qd5-h5  
 14 Nb1-d2 Nc6-e5!

An exclamation mark for this move, which prevents White's Knight from reaching b3.

To my mind, the strategy of presenting a good move being made is as brilliant as the flashy sacrifice of a piece.

15 Nd2-f1

So the Knight must change its identity.

15 ... 0-0  
 16 Nf1-g3 Qh5-g4  
 17 e3-e4 Ne5-b3  
 18 Ra1-b1 Rf8-d8

An impetuous attacker would have moved 18 ... h7 h5, when the reply 19 h2-h3 (to stop the further advance 19 ... h5-h4) would have failed, on account of

19 ... Qg4xg3, trapping off a Knight whose protection was illusory.

Capablanca is in no hurry, but brings another piece into play.

19 Be1-e3

A temporary sacrifice of a Pawn, which leads to a wholesale clearance of material, the return of the Pawn, and good prospects of a draw.

19 ... Nf6xe4  
 20 Bc3-c2 Be5xe3  
 21 Qc2xe3

Carefully avoiding 21 Bc2xb3, the penalty for which being

21 ... Bc3x12+ 22 Kgl-h1 (or to f1) Bf2xg3, and the impudent Bishop is immune to capture, on pain of loss of the Queen.

21 ... Nb3-c5  
 22 h2-h3 Qg4-g5  
 23 Ng3xe4 Rd8xd3+  
 24 Rb1xd1 Bb7xe4  
 25 Bc2xe4 Nc5xe4  
 26 Qc3-d4

Repairs the Pawn by the threat of mate in two.

26 ... h7-h6  
 27 Qd4xb4 Ne4-f6  
 28 Qb4-b7 Qg6-e4  
 29 Qb7xe4 Nf6xe4  
 30 b2-b4

Unfortunate, as with 30 Rd1-d4, White has a fairly easy game.

30 ... Ne4-c3

The Knight pounces on Rook and Pawn like a hawk.

31 Rd1-e3

To his consternation, White discovers that he cannot save the Pawn, as 31 Rd1-e1 Rb6-b8 32 Ra1-a3 Nc3-d5 wins the b-Pawn.

31 ... Nc3xe4  
 32 Rd3-a3 Ne4-b6  
 33 Nf3-e5 Kp6-f6  
 34 Ne5-d3 Nb6-d5  
 35 Ra3-e4 Ra8-b8  
 36 Ra4xe6 Nd5xb4  
 37 Nd3xb4 Rb8xb4  
 38 Ra6-a7



# Ending 15

Position after 38 Rb4-a7

Capablanca to move



Draw

Capablanca is a Pawn ahead, but Rook endings are notoriously difficult to win even with an extra Pawn, and especially so when all the Pawns are on one side of the board.

Capablanca's plan is to turn his King Pawn into a passed Pawn, or split up his opponent's Pawns—or both!

In the course of this, he will try to advance his Pawns up the board accompanied by the King.

38 ... h6-h5

39 g2-g3 h5-h4!

Prevents White from playing 40 h3-h4. The preliminary 39 ... g7-g5 is thwarted by 40 Rb7-a5 17-16 41 Ra5-a7, cutting off the King.

40 g3-h4

Better than this, which splits up his Pawns, might have been 40 g3-g4

followed by 41 Kg1-g2.

40 ... Rb4-h4

41 Kg1-g2 e6-e5

42 Kg2-g3 Rh4-d4

This is best, though it allows 43 h3-h4 in reply.

43 Ra7-e5 17-16

44 Ra5-a7 Kb8-g8

The King must take the long way round to get into the game.

45 Ra7-b7 Kc8-h7

46 Rb7-a7 Kh7-g6

47 Ra7-a7 Rb4-d3+

48 Kg3-g2

The King must retreat. Alternatives are:

(a) 48 Kg3-h4 Rd3-f3, and Black wins a Pawn,

(b) 48 Kg3-g4 g6-f5+ 49 Kg4-h4 Kg6-f6 50 Rb7-a7 g7-g5+, and mate next move.

(c) 48 f2-d3 Kg6-f5 49 Ra7ag7 e5-e4 50 h3-h4 Rd8-d3+, and Black's two connected passed Pawns assure the win.

48 ... Rd3-d5

Protects the e Pawn, enabling the f-Pawn to advance.

49 Kg2-g3 f6-f5

50 Ra7-a7 Rd5-d3+

51 Kg3-g2 e5-e4

52 Ra7-a4 Kg6-g6

Black gains more territory.

53 Ra4-a5 g7-g6

The march of the little Pawns is slow but inexorable.

54 Ra5-b5 Kg5-f4

56 Rb5-a5 Rc3-d2

56 Rb5-a4

Holds back the King Pawn—for the time being!

56 ... g6-g5

57 Rcd-b4 Kf4-e5

Renews the threat of 53 ... e4-e3, striking again at the pinned Pawn.

58 Rb4-b5+ Rd2-e5

58 Rb5-b6

Exchanging Rooks is out of the question, as a pure Pawn ending would present no problems.

58 ... f5-f4

60 Rb8-g8 Ke5-d4

Black could play for a mating combination by 60 ... Rcd5-d2

61 Rg8xg5+ Ke5-f6 62 Rg5-g4

Kf6-f5 63 Kg2-f1 f4-f3

64 Kf1-e1 Rd2-e2+ 65 Ke1-f1

Rc2-g2 66 Kf1-e1 Ra2-a1+

67 Ke1-d2 Ra1-f1 68 Kd2-c3

Rf1-e1+ 69 Kc3-d4 Ra1-a2

70 Rg4-g8 (ready to meet

70 ... Ra2xh2 with 71 Rg8-f8+,

regaining the Pawn) Ra2-d2+

71 Kd4-e3 Rd2-c3 mate.

But why go in for complications when there is a clearer road to the goal?

61 Kg2-f1

This is to prevent further entry by

61 ... Kd4-d3 and 62 ... Kc3-e2

61 ... Kd4-d3

Black in turn keeps White's King out of the square e2.

62 Rg8-a8 e4-e3!



Position after 62 ... e4-e3

This begins the final phase, with Black posing threats of mate or Pawn promotion.

63 Ra8-a3+

If 63 f2xf3 Kd3xe3 64 Ra8-a3+

(or 64 Ra8-e8+ Ke3-e3 followed by

65 ... Kf3-g3 win) 64 ... Rd5-d3

65 Ra3-a2 f4-f3! (definitely not

65 ... Rd3-d1+ 66 Kf1-g2 Rf1-d2+

67 Ra2xd2 Ke3xd2 68 Kf2-f3 and

draw by playing 69 h3-h4 next

move) 66 Ra2-a1 Rd3-d4 followed

by 67 ... Ke3-f4 and 68 ... Kf4-g3,

and Black wins.

White might have drawn here,

according to Levensch and

Smyslov, by 63 Ra8-e8 Kd3-d2

64 Ra8-e7 Rd5-d3 65 Rc7-e5

Ke2-d1 66 Re5-e8 e3xf2

67 Ra8-e5 Kd1-e2 68 Kf1xf2!

(but not 68 Re8xg6, because of

68 ... Kd2-e3 and Black wins).

63 ... Kd3-e4

64 f2xf3 64-f3!

The point of Black's 62 ... e4-e3!

move, and far superior to the antici-

pated 64 ... f4xf3, which offers

White drawing chances by 65 Ra3-a8!

## Game 16

Rd5-d5+ 66 Kf1-e2 Rf5-e2+  
67 Ke2-e1 Ke4-f3 68 Ra8-f8+  
Kf3-g3 69 Rf6-e8! Rf2-f3  
70 Ke1-e2.

65 Kf1-g1

A nice point is that White's King must be confined to the first rank, or risk sudden death, thus:

65 Kf1-f2 Rd5-e2+ 66 Kf2-g3  
Rd3-g3 mate!

65 ... Rd5-e3

66 Ra3-a8

There is no relief in 66 Ra3-a5  
Ke4xe3 67 Ra5-e5+ Ke3-f4  
68 Re5-a5 g5-g4! 69 Ra5-e4+ (or  
69 h3xg4 Kf4-g3 70 Ra8-a1  
Rd3-d2 71 g4-g5 Rd2-g2+  
72 Kgl-f1 Rg2-h2 73 Kf1-g1  
f3-f2+ 74 Kgl-f1 Rh2-h1+, and  
was) 69 ... Kf4-e3 70 Ra3-a1  
g4-g3, and Black wins.

Now does an exchange of Rooks  
offer comfort? In 66 Ra3xe3 Ke4xe3  
67 Kgl-f2 Ke3-e4 68 Kf2-f1  
Ke4xe3 69 Kf1-g1 f3-f2+ (or the  
brutal 69 ... Ke3-e2) 70 Ke1-f1  
Ke3-f3 71 h3-h4 g5-g4 72 h4-h5  
g4-g3 73 h5-h6 g3-g2 mate.

66 ... Ke4xe3

67 Ra8-e8+ Ke3-e4

68 Re8-g8 Rd3-d1+

69 Kgl-f2 Rd1-e2+

70 Kf2-f1

On 70 Kf2-g1, Black finishes bril-  
liantly with 70 ... g5-g4! (letting  
White capture with check!)

71 Rg2xg4+ (of course not

71 h3xg4 Kf4-g3, and mate next)

71 ... Kf4-e3 72 Rg2-g8 Rd2-d1+

73 Kgl-h2 f3-e2 74 Rg8-e8+

Ke3-d2 75 Re8-e8+ Kd2-e2

76 Rd8xd1 Ke2xd1 77 Kh2-g2

Kd1-e2, and wins.

70 ... Rd2-h2

71 Kf1-g1

On 71 Rg6-h6 Kf4-g3 adds a mate  
threat to White's troubles.

71 ... Rh2xh3

72 Rg2-g7 g5-g4

73 Rg7-g8 Kf4-g3

74 White Resigns

Quinn has had enough, and does not  
care to see that 74 Rg8-f8 f3-f2+  
75 Rf8xf2 (or 75 Kgl-f1 Rh3-h1+  
76 Kf1-e2 Rh1-e1+ and the Pawn  
becomes a Queen) 75 ... Rh3-h1+  
76 Kglxh1 Kg3xf2, and the last  
Pawn strolls up the board to the  
coronation.

A well-played ending that merits  
careful study.

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## GAME 16

White: J. R. Capablanca

Black: R. Teichmann

Berlin, 1913

Queen's Gambit Declined

Capablanca was justifiably proud of  
winning this ending, which, as he

says, "has the merit of having been  
played against one of the best

players in the world.'

It is necessary that Teichmann's possession of the two Bishops caused Capablanca no dismay, as he soon stripped them of their powers:

One was disposed of by an exchange, while the other was rendered impotent by the flock of Pawns in its path hampering its movements:

1	d2-d4	d7-d5
2	Ng1-f3	Ng8-f6
3	e2-e4	e7-e6
4	Bc1-g5	Bf8-e7
5	Nb1-c3	Nb8-d7
6	e3-e3	0-0
7	Ra1-c1	b7-b6
8	c4xc5	e6xc5
9	Bf1-b5	

An innovation of Capablanca's, the aim being to exert pressure on the Queen side, in particular on the hanging Pawns resulting from an eventual... c7-c5.

This is stronger than the old move 9 Bf1-c3, made with an eye to a Kingside attack.

9	...	Bc8-b7
10	0-0	

Capablanca was above playing to win by a trap. But for ordinary mortals who have no such compunctions, the Pittsburgh Trap is subtle, effective and gentle—the victim scarcely realizing he is in it until it is too late. It goes this way: 10 Nf3-e5 a7-a6 11 Bb5-c6 Bb7xc6 12 Nd5xc6 Qd8-c8 13 Nc6e7+ Qe8e7 14 Nc3xd5 Qe7-e4

15 Nd5xf6+ g7xf6 16 Bg5-h6 Qe4ag2 17 Qd1-d3 (this move always comes as a shock)

17... Qg2xf3 18 Rh1-g1+ Kg8-h8 19 Bh6-g7+ Kh8-g8 20 Bg7xf6+, and White makes next move

10	...	a7-a6
11	Bb5-a6	Ra8-c8
12	Qd1-e2	e7-c5
13	dNxc5	Nd7xc5

Black is left with an isolated Pawn, a weakness that leads to his loss. It was a choice of evils though, as capturing with the Pawn instead would have left him with hanging Pawns in the centre.

14	Rf1-d1	Nc5xa4
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Black took advantage of the opportunity to exchange his Knight and be left with the two Bishops, believing that they will increase his chances in the coming endgame.

Capablanca, looking further ahead into the position, sees that he can blunt the power of the Bishops and render them harmless.

15	Nc3xa4	b6-b5
16	Rc1xc8	Qd8xc8
17	Na4-c3	Qc8-e4

Black's object is to exchange Queens and increase the effectiveness of his Bishops, as the surplus pawns disappear from the board. He fails to realize that his inactive Queen Bishop cannot come into play easily, being tied down to the defence of the Queen Pawn.

18	Nf3-d4	
----	--------	--

Blockades the isolated Pawn—the usual recipe for such cases.

## Ending 16

18 ... Qe4xe2

19 Ne3xe2

'Notice the co-ordination of the Knights,' says Capablanca. 'They are maneuvered chain-like, so to speak, in order to maintain one of them either at d4 or ready to go there.'

Hooper and Brandroth in *The Unknown Capablanca* make this pertinent observation. 'It is possible that Black already has a lost game. That such judgments were harder to make than than now shows how technique has since advanced; and much of the pioneer work was done by Capablanca.'

## Ending 16

Position after 19 Ne3xe2

Tschernin to move



Capablanca

It may not be evident that White has the superior position, but consider this:

White's Knight, admirably posted at d4, is a mobile (and there

fore ideal) blockader of the isolated Queen Pawn. In the event of its exchange, the other Knight is prepared to spring up and take its place at d4.

White's Bishop has a grip on the enemy Knight, and this pressure is not easily shaken off.

In contrast, Black's Knight may not move, his King Bishop is tied down to defending the Knight, and his Queen Bishop is restricted in its movements by the many Pawns occupying squares of the same colour.

Capablanca's plan is to exploit these circumstances by increasing the pressure, and thus forcing Black to give up a Pawn or two to obtain a measure of freedom.

19 ... Rf8-c8

If 19 ... g7-g5 to prevent the Knight from coming in at f5, there follows 20 Rd1-c1 Rf8-e8 21 Rc1xc8+ Bc7xc8 22 Nd4-c6 Kc8-f8 23 Ne2-f4 Bc8-b7 24 Nc6xe7 Kf8xe7 25 f2-g3 and White's threat to bring his King over to e5 to win the pinned Knight would be decisive.

It is true that Black can save his Knight by playing ... h7-h5 giving up a Pawn, but that amounts to losing the game in a different way.

20 Nd4-f5 Kc8-f8

The only defence. On 20 ... Be7-f8 21 Bg5xf6 g7xf6 leaves Black's Kingside Pawns miserably placed. Or if 20 ... Be7-d8 21 Nf5-d6 Rc8-c7 22 Nd6xb7 Rc7xb7 23 Bg5xf6 Bc8xf6 24 Rd1xd5 Rb7-c7 25 Rd5-d2, and White has an extra Pawn, as Capablanca

shows.

21 Nf5xe7 Kf8xe7

22 Ne2-g4 g7-g6

Practically forced, to avoid these evil consequences! 23 Nd4 f5+

Ke7 f8 24 Bg5xf6 g7xf6

25 Nf5-c6 Rcd-c7 26 Nd6xb7

Rc7xb7 27 Rd1xd6, and Black has lost a Pawn, and has had his King-side Pawn position shattered.

28 f2-f3!

White threatens (after due preparation) a King wandering to e5, by way of f2, g3 and h4, to attack the unfortunate Knight again and remove it from circulation.

29 ... h7-h6

Black gives up a Pawn to shake off the troublesome Pin.

30 Bg5xh6 Nf6-d7

31 h2-h4!

Starts the King-side majority of Pawns rolling. Capablanca intends to follow up with g2-g4 and h4-h5, to create an outside passed Pawn.

32 ... Nd7-e5

If instead, the Rock swings over to the King-side by 32 ... Rc8-h8, the reply is not 33 Bh6-g5+ which is met by 34 ... f7-f8, but 35 Bh6-f4, and the Pawn is immune to capture.

33 Bh6-f4 Nc5-e6

Black seizes his best drawing chance—to exchange Knights and remain with Bishops of opposite colour.

34 Nd4xe6 Ke7xe6

On 27 ... f7xe6 28 Bf4 e5 dominates the center and the black squares, with a winning position

for White.

The text leaves a theoretical draw, but Capablanca is death on theoretical draws.

35 Rd1-c2 Re8-h8

A thrust at the Rook Pawn which Capablanca parries easily—by paying no attention to it!

This is the position



Position after 35 ... Rcd-c7

36 Rd2-c2 Rf8-g8

On 29 ... Rh8xb4, White can regain his Pawn with advantage by 30 Rc2-c7 Bb7-a8 31 Rc7-a7 Ba8-c8 32 Ra7xb8, or leave his Rook stationed permanently at c7, where it hangs like the Sword of Damocles over the Black King's head.

37 Rc2xb8 Bb7xb8

38 Kg1-f2!

The King is on his way to d4, from which square he can penetrate further into Black's position by way of e5 or e6, with fatal effect.

39 ... d5-d4

The King's march must be stopped even at the cost of another Pawn.

## Game 17

(For didn't Paulsen draw against Morphy in their fourth round game at New York in 1857 in an ending with Bishops of opposite colours, though he was two Pawns down and could have been three?)

32 e3xe4 Kc6-d5

Black's Pawn sacrifice has allowed his King and Bishop more freedom, which offers some consolation.

33 Kf2-e3 Bc8-e6

34 Kc3-d3 Kd5-e6

35 a2-a3 Be6-e4+

36 Kd3-e3 Bc4-e6

37 Bf4-e6

Vacates f4 for the King, whence he can assist the Pawns on the King

side. The Bishop meanwhile is to be deployed to g7, whence it protects the Queen Pawn as well as the Knight Pawn behind it.

37 ... Kc6-d5

38 Bh6-g7 Black Retires

Teichmann is commoved, foreseeing

the possible sequel: 38 ... Bc6-d5

39 Ka3-b4 (threats a4-b4 h5)

Bf5-e3 40 Kf4-g5 Kd5-e6 41 g2-g4

Bd3-c2 42 f3-f4 Bc2-e3 43 h4-h5+

g6xf5 44 g4xf5+ Bd3xf5 (otherwise

the Rook Pawn moves on unhinder-

ed) 45 d4-d5+, and White wins the

Bishop and the game.

There is subtlety and elegance in this finely-played ending.

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## GAME 17

White Capablanca

Black Salwe and allies

Exhibition Game, Lódz, 1913

### Ruy López

I have never ceased to wonder at Capablanca's mysterious faculty for deciding almost at sight that he had a won game, though the game might still be in its opening stages. It calls to mind Fier's comment, "What others could not see in a month's study, he saw at a glance."

Asked for his opinion of the position at the 18th move of this game, he replied without hesitation, "Black is lost; White's King Pawn will win the game."

"And so it happened," Capablanca says, "to the great surprise of all present."

1 e2-e4 e7-e5

2 Ng1-f3 Nb8-c6

3 Bf1-b5 a7-a6

4 Bb5 a4 Ng8-f6

5 O-O Nf6xe4

Black obtains active play for his pawns, at the risk of weakening his Pawn structure.

6 d2-d4 b7-b6

7 Be4-b3 d7-d5

8 d4xe5 Bc8-e6

9 c3-c3 Bf6-e7

10 Nb1-d2

In order to remove the strongly-posted Knight at e4, or drive it off.

10 ... **Ne4-c5**

This is not as safe as castling, as Capablanca demonstrated in his game against Chajes at New York in 1915.

11 **Bb3-c2** **Be6-g4**

Chajes tried 11 ... d5 d4 at this point, believing Black's game to be superior, but he was quickly disillusioned, the next few moves being 12 Nd2-e4 d4xc3 13 Ne4xc5 Bc7xc5 14 Bc2-e4 Qd8-d7 15 b2xc3 Ra8-c8 16 Qd1xd7+ Bc6xd7 17 Rf1-d1 Nc6-e7 (if 17 ... 0-0 18 Bc1-e3? Bc5xc3 19 Rd1xd7! Rd8xd7 20 Be4xc6, and White will emerge with two pieces for a Rook and Pawn) 18 Nf3-d4 h7-h6 19 Nd4-b3 Bc5-b6 20 Bc1-a3, and White's beautifully-placed Bishops soon won a Pawn, and thereafter the game.

12 **h2-h3** **Bg4-h5**

13 **Rf1-e1** **Bh5-g6**

14 **Nf3-g4** **Ne6xd4**

Practically forced, as after

14 ... Qd8-d7 15 f2-f4 is hard to meet.

15 **c3xd4** **Nc5-e6**

16 **Nd2-b3** **Be7-g5**

Black would have liked to dispute the center with 16 ... c7-c5, but after 17 d4xc5 his Queen Pawn, now isolated, would be difficult, yes impossible, to defend, and would eventually fall.

17 **g2-g3** **Bg6xe1**

18 **Ra1xc1** 0-0

The diagram shows the position at the point where Capablanca stated that he had a won game!



Position after 18 ... 0-0

19 **f2-f4**

The threat of winning a piece by 20 f4-f5 forces another exchange.

19 ... **Bg6xc2**

20 **Ra1xc2** **g7-g6**

21 **Nb3-e5!**

Get a strong grip on the position. The Knight can be removed by exchange, only to be replaced by another piece.

21 ... **Rf8-e8**

22 **Qd1-e3** **Ne6xc5**

23 **Rc2xc5** **Qd8-d7**



# Ending 17

Position after 23... Qd8-e7

Solve and rates



Capablanca to move

White's position is superior:

(a) he exerts pressure on the Queen Bishop file,

(b) his pieces are aggressively placed,

(c) he can switch the attack from one side to the other, while his opponent is restricted to patient defence.

Capablanca plans to combine threats against the backward Queen Bishop Pawn with threats of establishing a Pawn at f5. (This maneuvering against weaknesses on both sides of the board, was also demonstrated beautifully by Lasker at St. Petersburg in 1909, against Salwe, the same opponent.)

24 g3 g4 c7 c6  
25 Re1-e1 Re8-c8  
26 Qd3-c3 Re8-e8

Black's heavy pieces closely guard the Queen Bishop Pawn, as its loss would be catastrophic.

The moment would seem to be ripe to advance by 27 f4-e5, but this would be premature, as after 27... g6-e5 28 g4-e5 Re8-h8, two of White's Pawns are suddenly under attack.

27 Kg1-h2 Kg8-h8  
28 Qc3-e3 Qd7-b7  
29 Qa3-g3 f7-f5

This prevents the advance 30 f4-e5 White plans to renew the threat by compelling Black to play... f5-g4.

30 Qg3-f3

Threatens to win brilliantly by 31 Qf3ad5! e6xd5 32 Re5xc8+ Re8-e8 (!) 32... Kh8-g7 33 Rc1-c7+ wins! 33 Re8xe8+ Kh8-g7 34 Re8-c8 Qb7-b6 35 Rc1-c7+ Kg7-h8 36 g4-g5+ Kh8-h8 37 Rc7xh7 mate.

30... Qb7-d7

31 Kh2-g3

Now 31 Qf3xd5 would fail after 31... e6xd5 32 Re8xc8+ Re8-e8.

31... Re8-f8

32 Qf3-e3 Rf8-e8

33 Qg3-c3 Re8-c8

34 Qc3-e2 Kh8-g8

35 Kg3-f3!

White does not rush to win a Pawn as after 35 g4-e5 g6-e5 36 Qc2-e2, there follows 36... Re8-g8+, and White loses his Queen!

But now as a result of Capablanca's clever maneuvering, Black cannot protect both his Bishop Pawns, and is forced to exchange

Pawns—to White's advantage.

35 ... f5g4+

36 h3g4 Qd7-f7

This is the position.



Position after 36 ... Qd7-f7

"A careful examination of the position will reveal," says Capablanca, "that besides the advantage of position on White's part, the power of the Pawn at e5 is enormous, and that it is the commanding position of this Pawn, and the fact that it is free to advance, once all the pieces are exchanged, that constitutes the pivot of all White's maneuvers."

37 Kf3-e3

Here, too, 37 f4-f5 might be premature, and cede counter-chances, say by 37 ... g6xf5 38 g4xf5 Qf7xf5+ 39 Kf3-e3 Qh5-g5+ 40 Ke3-e2 Re5-h6, etc.

37 ... Rc8-h8

Not only stops 38 h4-h5, but actually threatens to take the Pawn!

38 Re1-f1

Defends one Bishop Pawn and threatens to capture another.

38 ... Qf7-e7

39 Qe2-g2

Not yet, not yet! If 39 f4-f5 g5xf5 40 g4xf5 Qd7-g7, and Black might still cause trouble in view of White's exposed King.

39 ... Qd7-e7

Ready to answer 40 f4-f5 with 40 ... Qe7-g5+, winning a Pawn after 41 Ke3-f2 g6xf5 42 g4xf5 Rf8xf5+ (but not 42 ... Qg5og2+ 43 Kf2-g2 Re5-h6 44 f5-h6 Rf8-c8 45 e5-e6, and White wins).

40 Rf1-e1

More roving and sacking, to keep Black on his toes.

40 ... Re5-h6

41 Re1-f1 Kg8-h8

42 Qg2-e2 Qe7-e8

43 Qc2-h2 Qe8-e7

44 Rf1-f3 Rf5-e8

45 Ke3-f2 e6-e5

At last all is in readiness. Capablanca has finally secured the position he wants.

46 f4-f5! g6xf5

47 g4xf5 Qe7-g5!

Black seizes his chance to attack—as attack that might even lead to mate!

48 Qe2-44!

Capablanca avoids capturing the Rook, as the continuation would be (after 48 f5xe6) 48 ... Qg5-d2+ 49 Kf2-g1 (if 49 Kf2-g3 Rf8-g8+ 50 Kg3-h3 Qd2-h6 mate) 49 ... Qd2-d1+ 50 Kg1-f2 Rf8xf3+ 51 Kf2-g2 Qd1-f1 mate.

48 ... Rf8xf5

A reckless capture, but exchanging Queens instead leaves White with two connected passed Pawns, and an easy win.

48 Qh4xf5 Cg5-d2+

Whereas this offers some hope of a draw by perpetual check.

49 Kf2-f1 Re6-g6

51 Qf5-f8+ Rg6-g8

52 Qf8-f6+ Rg8-g7

53 Rf2-g2 Black Resigns

He can get in a few more checks, but after 53... Qd2-d1+ 54 Kf1-g2 Qd1-e2+ 55 Qf8-f2 Qe2-e4+ 56 Qf2-f3 Rg7-xg3+ 57 Kg2-xg3 Qe4-g6+ 58 Kg3-f2, the checks have run out, and hope is gone.

Magnificent endgame play by Capablanca.

## GAME 18

White: A. Nimzowitsch  
 Black: J. R. Capablanca  
 Exhibition Game, Riga, 1913

### Glisco Plans

From the placid atmosphere of a quiet opening, Capablanca stirs up a separate wind. It blows most of the pieces away, leaving each side a Bishop and some Pawns.

Ordinarily an easy draw, the Bishops being of opposite colour, but Capablanca by skilful play threatens to create a passed Pawn on each side of the board. The problem of restraining both Pawns becomes insuperable, as Nimzowitsch's pieces find they cannot be in two places at the same time.

Capablanca notes to the heights in this ending, of which he himself said, 'It is one of the finest I ever played, and I have had very often the pleasure of hearing my opponent pay tribute to the skill displayed by me in winning it.'

1 e2-e4 e7-e5  
 2 Ng1-f3 Nb8-c6

3 Nb1-c3 Ng8-f6  
 4 Bf1-e4 Bf8-e5  
 5 d2-d3 d7-d6  
 6 Bc1-g5

Nimzowitsch plays the Canal Variation, which was 'invented' 16 years later at Carlsbad, and netted Canal a couple of points.

6... Bc8-e6

A good alternative is 6... Nc6-a5, to do away with White's strong Bishop. If then the over-sager 7 Nc3-d5, the continuation 7... Nd5xc4 8 d3xc4 c3-c6 9 Nd5xe6+ g7xh6 10 Bg5-h4 Rb8-g8 gives Black the edge.

7 Bc4-b5 h7-h6  
 8 Bg5-h4 Bc5-b4

Intended to weaken the effects of 9 d3-d4.

9 d3-d4

Instead of this, Lasker suggests a rearrangement of forces by 9 Nf3-d2, 10 f2-f3 and 11 Bh4-f2, in preparation for building up the center later on.

9 ...            **Bc6-d7**  
 10 0-0         **Bb1xc3!**  
 11 b2xc3       **g7-g5!**

This and the next few moves seem dangerous, as Black's position is exposed and vulnerable to attack.

'The spectators,' (according to Capablanca) 'looked at one another when they saw the bold course I was pursuing, reckless on my part they thought and bound to bring disaster, especially after my next move 12 ... Nf6xe4, when I had not castled and my King was in the center of the board.'

12 Bh4-g3     **Nf6xe4**  
 13 Bb6xc6

Against 13 Qd1-d3, which maintains the pressure, Capablanca had prepared the defence: 13 ... Ne4xc3

14 f2xg3 0 0 15 d4xe5 Nc6xe5  
 16 Nf3xe5 Bc7xb6 17 Qd3xb6  
 d6xe5 18 Qb5xe5 Rf8-e8  
 19 Qe5-f5 Qc8-e7 20 Ra1-e1 Qc7-f8.

13 ...            **Bd7xc6**  
 14 d4xe5       **d6xe5**  
 15 Bg3xc6

Better drawing chances were offered by 15 Nf3xe5 Qc8xd1 16 Ra1xd1 0 0 17 Ne5xc6 b7xc6, but Nimzowitsch, confident that he had the better position, was playing for a win.

15 ...            **Qc8xd1**  
 16 Ra1xd1     **f7-f6!**

This, together with 17 ... Ke8-f7 next move, getting the King into active play, is what Capablanca had counted on when he played the risky-looking 11 ... g7-g5.

17 Bc5-d4

White does not care for 17 Bc5xc7 Ne4xc3, when he must lose time protecting his Pawn.

17 ...         **Ke8-f7**  
 18 Nf3-d2     **Rh8-e8**

Capablanca must have seen far into the position to allow exchanges which reduce the number of pieces and allow White (on account of the Bishops of opposite colour) increased drawing chances.

19 f2-f3       **Ne4xd2**  
 20 Rd1xd2     **Rd8-d8**  
 21 g2-g4

White tries to whip up an attack on the King side to compensate for his weakness on the Queen side.

# Ending 18

Position after 21 g2 g4

Capablanca to move



Nimzowitsch

Capablanca's two Pawn-islands against his opponent's three offers him a slight positional advantage. This advantage is minimized by the presence on the board of Bishops of opposite colour, a circumstance which usually presages a draw.

With consummate mastery, Capablanca conjures up a fantastically long combination, wherein he bleeds a threat of creating a passed Pawn on one wing with threats of obtaining a Pawn majority on the other, and the synthesis proves too much for Nimzowitsch to handle.

21 ... **Ba6-b5**

22 **Rf1-b1 Ba5-a6**

With this threat: 23 ... c7-c5

24 **Bd4-e3 Rd8xc2** 25 **Bc3xd2**

**Ra8-e2** 26 **Rb1-d1 Kf7-g6**, and White will soon run out of decent moves.

23 **Rb1-d1**

The plausible 23 **Kg1-f2** fails after 23 ... c7-c5 24 **Bd4-e3 Rd8xc2** 25 **Bc3xd2 Ra8-e2+**, and White must part with his Bishop.

23 ... **Ra8-e2**

24 **Rd2xa2**

Otherwise Black might double Rooks on the King file.

24 ... **Ba6xa2**

25 **Rd1-e1**

Other tries offer no hope: if 25 **Rd1-c2**, **Ba2xf3** 26 **h2-h3** c7-c5 27 **Bd4-e3 Rd8xc2** 28 **Bc3xd2 Bf3-d1** and Black's two extra Pawns should win. Or if 25 **Rd1-b1**, **Ba2xf3** 26 **Bd4xa7** h7-h6, and the Bishop is trapped.

25 ... **Ba2xf3**

26 **Re1-f1**

Ready to meet 26 ... **Bf3xg4** with 27 **Rf1xh6+** followed by 28 **Rf6xh6** with an easy draw.

26 ... **c7-c6**

27 **Bd4xh6**

Very attractive, but not the best. Strangely enough, Nimzowitsch had good chances of drawing by going into a Rook ending, instead of relying on the opposite-colored Bishops; the way: 27 **Rf1xf3** c5xc4 28 **Rf3-c3 Rd8-c8** 29 **Rd3xg4 Rd8xc3** 30 **Rd4-g7+ Kf7-g6** 31 **Rd7xb7 Rc3-a3** 32 c2-c4, eventually reaching an ending of two Pawns to three on the King-side.

27 ... **Rd8-d1**

28 **Bf6-e5 Rd1xf1+**

29 **Kg1xh1 Bf3xg4**

30 **a2-a4**

White hopes to advance the Pawn to the fifth, where it could be protected by the Bishop, but Capablanca overcomes the plan in elegant style.

30 ... Kf7-e6  
31 Bc5-b6

This is the position:



Position after 31 Bc5-b6

31 ... a7-a6!

Much stronger than the timid  
31 ... a7-a6 as we shall see.

32 Kf1-e1

Against 32 Bb8-c7, Capablanca had prepared the following:

32 ... b7-b5! 33 a4xb5 a6-a4  
34 c3-c4 (the only way to stop the Pawn, as 34 Bc7-a5, to get to the long diagonal, is foiled by  
34 ... Ke8-d5, while 34 b5-b6 succumbs to 34 ... Bg4-f3)  
34 ... a4-a3 35 Bc7-a5 a3-a2  
36 Ba5-c3 Ke8-d6! followed by  
37 ... Bg4-e6, when two Pawns will fall.

32 ... Ke8-d6!  
33 Ke1-d2

There is nothing to be gained by winning the Rook Pawn, as after  
33 Bb8-c7 Ke8-c6 34 Bc7xa5  
b7-b6, and the Bishop is caught:

33 ... Bg4-d7  
34 Bb8-c7 Ke8-c6  
35 Bc7-d8 b7-b6  
36 c3-c4 Ke6-b7  
37 Kd2-c3 Bd7xa4

An important gain, as Black now has a passed Pawn on the a-file:

38 Ke3-b2 Be4-d7  
39 Kb2-b3 Bd7-e6  
40 Kb3-c3 a5-a4  
41 Ke3-d3 Kb7-c6  
42 Kd3-c3 g5-g4  
43 Bd8-h4 h6-h5

White must not only keep an eye on Black's a-Pawn, but must also guard against his opponent's acquiring a passed Pawn on the King-side.

44 Bh4-g3 a4-a3  
45 Ke3-b3

This is the situation:



Position after 45 Ke3-b3

46 ... **Bf6xe4+**

Sparkling play! White must not take the Bishop, as the sequel (after 46 Kc3xe4) would be: 46 ... a3-e2 47 Bg3-e5 h5-h4 48 Kc4 b3-g4 g3! 49 h2xg3 for 49 Kb3xa2 g3-g2! h4-h3 50 g3-g4 h3-h2, and though both Pawns are en prise, only one may be captured next move while the other Pawn Queens!

46 **Kb3xa3 b6-b5**

47 **c2-c3 Kc6-e5**

48 **Bg3-f2 Bc4-e2**

Vacates e4, a good square for the King

49 **Ka3-b3 Bc2-d1+**

50 **Kb3-b2 Kd5-e4**

51 **Kb2-c1 Bf1-f3**

52 **Kc1-d2 b5-b4**

53 **c3xb4 c5xb4**

Black has lost his passed Pawn on the Rook file, but one has sprung up on the Knight file in its place.

54 **Bf2-h4 Bf3-e4**

55 **Bh4-f6 Bc4-g6**

56 **Bf6-h4 b4-b3**

57 **Bh4-f6**

If instead 57 Kc2 c1 to head off the Pawn, the continuation is 57 ... Kc4-d3 58 Kc1-b2 Bg6-f7 59 Bh4-g5 Kd3-e2 60 Bg5-f6

Kc2-f3 61 Bf6-h4 Kf3-g2

62 Bh4-g3 h5-h4 63 Bg3-e5 g4-g3

64 h2xg3 h4xg3 and White must give up his Bishop for the Pawn, after which Black's King comes back to b4 and e3, and helps the Pawn become a Queen.

57 ... **b5-h4!**

The impudent Pawn is immune to capture as 58 Bf6xh4 loses instantly by 58 ... b3-b2.

58 **Kd2-e3 g4-g3!**

59 **h2xg3**

If 59 Kc3-f3 to approach the Pawn, 59 ... 8g6-e4+ banishes the King from the neighbourhood.

59 ... **h4-h3**

60 **Kc3-f2 Bg6-f5**

A necessary precaution to prevent the Knight Pawn from advancing without loss.

61 **g3-g4 Bf5xg4**

62 **Kf2-g3 Kc4-d3**

63 **White Resigns**

The King moves to c2, winning the Bishop for the Pawn, and then marches over to the King side, and forces the last Pawn to the queening square.

A magnificent display, one of the finest of Capablanca's many fine endings.

## GAME 19

White H. Friedrich A. Kaufmann  
 Black J. R. Capablanca R. Réti  
 Consultation Game, Vienna, 1914

*French Defence*

One move by Capablanca was enough to give Réti a whole lesson in modern chess technique. It was an insight offered by a touch of genius.

So started was Réti by Capablanca's refusal even to look at a move that developed a piece, seized an open file, and gained a tempo by driving the Queen off the file, that he was moved to say 'With this game began a revolution in my conviction as to the wisdom of the old principle, according to which in the opening every move should develop another piece. I studied Capablanca's games and recognized that contrary to all the masters of that period, he had for some time ceased to adhere to that principle.'

The ending is notable for the nonchalant way in which Capablanca gives away Pawns to centralise his King and activate his Rook.

Fascinating how Capablanca summarily dispatches the enemy Rook to the sidelines, where it remains helpless and out of play, while the rest of White's position is brought to a state of near zugzwang.

1	e2-e4	e7-e6
2	d2-d4	d7-d5
3	Nb1-c3	Ng6-f6
4	e4xe5	e6xe5
5	Bf1-d3	e7-e5

A risky-looking move, as it isolates

the Queen Pawn, but Black wants to take the initiative.

6	d4xe5	Bf8xc5
7	Ng1-f3	0-0
8	0-0	Nb6-c6
9	Bc1-g5	Bc8-e6
10	Nc3-a2	

Rather than this time-wasting move, White should play 10 Qd1 d2, unking his Rooks.

10	...	h7-h6
11	Bg5-h4	Bc6-g4
12	Nc2-c3	

The Knight returns, having discovered to his sorrow that 12 Nc2-g3 (or 12 Nc2-M) loses a piece by 12 ... g7-g5.

12	...	Nc8-d4
13	Bd3-a2	Nd4xc2+
14	Qd1xe2	

At this point, as Réti tells it, 'A position was arrived at in which the opportunity presented itself to develop a hitherto undeveloped piece and indeed with an attack. The move 14 ... Rf8-e8 would have had that effect and was in accordance with the principles prevailing when I grew up and which corresponded with Morphy's principles (for he would without considering have chosen that move).'

'To my great astonishment Capa-



## Game 19

Black would not even consider the move *a7-a8*. Finally he discovered the following maneuver by which he forced a deterioration of White's Pawn position and thereby later on his defeat.

14 ... **Bc5-d4!!**  
 15 **Oc2-d3** **Bd4xc3**  
 16 **Qd3xc3** **Nf6-e4!**  
 17 **Oc3-d4** **g7-g5**  
 18 **Nf3-e5**

White is evidently playing to win, as the alternative 18 **Bh4-g3** **g4xh3** 19 **g2xh3** **Qd8-f8** probably leads to a draw.

18 ... **Bg4-f5**  
 19 **f2-f3**

Here too 19 **Bh4-g3** might have been played, when this continuation 19 ... **Ne4xg3** 20 **f2xg3** **Bf5xc2** 21 **Ne5-g4** **f7-f5** 22 **h3f4** **c3** **Bc2-e4** 23 **Re1-d1** **Qd8-b6!** 24 **Ne3xd5** **Bc4xd5** 25 **Qd4xb6** **a7xb6** 26 **Rd1xd5** **Ra8xa2** leaves Black with just a bit of an advantage.

19 ... **g5xh4**  
 20 **f3xe4** **Bf5xe4**

White may have been quite pleased with the situation. At the cost of a mere Pawn he has saddled Black with four sad-looking isolated Pawns, while he (White) has an open file for his Rook, and his Queen dominates the center.

He is soon disillusioned, though, as Black's Bishop is now beautifully centralized, safe from any fear of being dislodged by Pawns. As for the Pawns—one of them serves to break up White's King-side, while

the other three survive to the end of the game, co-operating efficiently to confine the enemy forces.

21 **Rf1-f2**

The attractive-looking 21 **Ne5-g4** is met by 21 ... **f7-f5**, when 22 **Ng4xh5+** **Kg8-h7** followed (after 23 **Qd4-d2**) by 23 ... **Qd8-b8+** ends the Knight's career.

21 ... **h4-h3!**

Drives a wedge into the opponent's position. The Pawn can be taken, of course, but that means letting Black have a passed Pawn on the f-file.

22 **Re1-e1** **f7-f5**  
 23 **g2xh3** **Qd8-f6**

This certainly looks strong enough, but Capablanca, always objective, says that the right move was 23 ... **Kg8-h7**, as White could now probably draw by 24 **Re1xe4** **d5xe4** 25 **Nf2-g2+** **Kg8-h8** 26 **Rg2-g6** **Rf6-g6** 27 **Ne5-f7+** **Kf8-b7** 28 **Qd4xh6** **Rg6xg6+** 29 **Nf7-g5+** **Rg6xg5+** 30 **Kg1-f2** (a beautiful line of play, which shows that Capablanca could create brilliant combinations as well as any other great tactician).

24 **Ne5-f3** **Kg8-h7**  
 25 **Qd4xh6** **Ra8xh6**  
 26 **Re1-e3**

The stage is set for an ending which Capablanca conducts with impeccable technique.

# Ending 19

Position after 26 Ra1-e2

Capablanca and Retz to move



Fehrdrich and Kaulmann

Capablanca plans to threaten the Queen-side Pawns. Their advance will not only render them more susceptible to attack, but will hamper the movements of White's Rooks along the file. The second part of the plan is to effect a Pawn breakthrough on the Queen side, so that a Rook may reach the 8th rank. Add to this the power of the King (which Capablanca will centralise) and there should be enough pressure generated to force the opponent to capitulate.

26 ... Rf6-b6?  
27 b3-b3

An instinctive reaction, but it weakens the Queen Bishop Pawn.

Lasker's suggestion of 27 Ra3-b3 to exchange a pair of Rooks offers drawing chances.

27 ... Ra6-c8

This attack on the Bishop Pawn will tie two pieces down to its defence.

28 Nf3-d4 Rb6-f6  
29 Rf2-f4 Kh7-g6  
30 c2-e3 Kg6-g5  
31 Nd4-e2

On 31 Rf4-f1, f5-f4 drives the other Rook off and wins the Bishop Pawn.

31 ... Rf6-e6!

This will force a2-a4 (after White gets in a preliminary, harmless check); then Black can effect a breakthrough by ... b7-b5.

32 b3-h4+ Kg6-f6  
33 a2-a4 b7-b5?

A fine sacrifice, by means of which a road is cleared for Black's Rooks to swoop down to the seventh and eighth ranks to get at the King himself.

34 a4xb5 Ra6-a1+  
35 Rf4-f1

The least of the evils, as disaster could strike after 35 Kg1-f2 by 35 ... Kf6-e5 (threatens 36 ... Ra1-a2 followed by 37 ... Ra2xe2+ 38 Kf2xe2 Kxf2+ 39 Kf2-g3 Rcd8-g8+ 37 Kg3-h3 (on 37 Kg3-f2 Rg8-g2 is mate) 37 ... Be4-g2 mate!

35 ... Ra1xf1+  
36 Kg1xf1 Kf6-e5

Black is closing in.

37 Ne2-d4

With a vague hope of stirring up trouble by 38 Nd4-c6+

## Ending 19

This is the situation.



Position after 37. Nd4-c6.

37 ... .. f5-f4

38 Rf3-h3

A miserable spot for a self-respecting Rook, but another move, say 38 Rf3-e1, forfeits the Bishop Pawn, and White's position falls apart.

The White also had an interesting alternative (which they no doubt considered) in this line.

38 Nd4-c6+ Rf8xc6 39 Rf3xe4+ (or 39 b5xc6 R4xc3 40 c6-c7

8e4-f5, with an easy win for Black)

39 ... d5xe4 40 b5xc6 Ke5 d6

41 b3-b4 Kd6xc6 42 c3-c4 Kc6-b6

43 Kf1-e2 a7-e5 44 c4-c5+ Kb6-b5, and Black wins.

38 ... .. Rf8-g6

Black's palpable threat of winning a Rook by 39 ... .. 8e4-g2+ is incidental to the real purpose of his move, which is to gain control of the seventh rank with his Rook.

39 Kf1-e1 Ng6-g1+

40 Ke1-e2 Rg1-g2+

41 Ke2-f1 Rg2-b2

Renewing the threat of 42 8e4-g2+ gains another move for Black.

42 Kf1-e1 h6-h5

White is in semi-zugzwang: if

(a) 43 Nd4-c6+ Ke5-f5 followed by 44 ... .. Kf5-g4 wins the unhappy Rook,

(b) 43 Ke1-f1 8e4-g2+ wins the Rook,

(c) 43 b3-b4 loses the Pawn (im mobilized).

43 Ke1-d1

A sorry state of affairs when the King is the only active piece.

43 ... .. 8e4-f5

44 Nd4xf5 Ke5xf5

45 c3-c4

The alternative 45 Rh3-d3 is hopeless, as Capablanca shows, the continuation being 45 ... .. Kf5-e4 46 Rd3-d4+ Ke4-e3 47 Rd4xd5 f4-f3 48 Rd5-e5+ Ke3-f4 49 Re5-e7 f3-f2 50 Re7-f7+, and Black will eventually have to give up his Rook for the Pawn.

45 ... .. Kf5-e4

46 Rh3-e3

On 46 c4xd5 f4-f3 47 d5-d6 f3-f2 wins at once.

46 ... .. f4-f3

47 Kd1-e1 d5-d4

48 White Resigns

If 48 Rc3-c1 Ra2xb2 49 c4-c5 Ke4-e3 50 Ke1-d1 c4-d3, and mate follows next move.

Triumph of the little Pawns!

A great Capablanca ending, artistic in its iron precision.

## GAME 20

White J. R. Capablanca

Black B. Villegas

Exhibition Game, Buenos Aires,

1914

*Queen's Gambit Sacrificed*

In the good old days, masters such as Morphy and Andersen gave away Queens, Rooks, Knights, and Bishops with a lavish hand. These sacrifices were usually unexpected, and their acceptance led to vitriolic attacks terminating in mate. Defensive play was little known, and its practice considered cowardly. In fact the French Defence was called "King's Pawn one break."

Later, when defence became sophisticated (especially with Steinitz, who made it an art) brilliancies were few and far between, and Queen sacrifices appeared as often in the notes as in the actual game.

Take as example this beautiful specimen by Capablanca. There is a Queen sacrifice in the midgame, but it is not made in order to finish the game in a blaze of glory. The Queen is offered almost nonchalantly (so far as Capablanca is concerned, it is a routine move!) in order to gain a positional advantage.

And it does gain a positional advantage, whether the Queen is captured or not!

1	d2-d4	e7-d5
2	Ng1-f3	Ng8-f6
3	e2-e3	

This may not be so energetic as 3 c2-c4 or 3 Bc1-g5, but White still has the option of developing the

Queen Bishop at b2, and the other at c3.

3	...	e7-e6
---	-----	-------

Black too is content with modest development, refraining from the aggressive 3... c7-c5.

4	Bf1-d3	Bc8-g4
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5	e2-e4!	
---	--------	--

The usual recipe in Queen Pawn openings: attack on the center Pawn, opening of the Queen Bishop file for the heavy pieces, and clearance of a diagonal for the Queen.

5	...	e7-e6
---	-----	-------

6	Nb1-d2	
---	--------	--

White defends the King Knight with a minor piece, relieving the Queen of that duty.

6	...	Nb8-d7
---	-----	--------

7	Q-Q	Bf8-e7
---	-----	--------

Cautious development. Braver souls would venture on 7... e5-e5, attempting to have a say in the center.

8	Qd1-c2	Bg4-h5
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Having failed to make anything of the pawns, Black decides to exchange his lacklustre Bishop for the more aggressive one of White's.

9	b3-b3	Bf5-g6
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10	Bc1-b2	
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Capablanca continues calmly about

## Game 20

the business of getting all his pieces into play.

10 ... Bg6xd3  
11 Qc2xd3 O-O  
12 Ra1-e1

The Rook's presence on the King file will add power to the coming advance of the King Pawn—a necessary step in gaining more mobility for the pieces.

12 ... Qd8-e7  
13 e3-e4!

As a result of Black's loss of time with the Queen Bishop, Capablanca now has some initiative. The text leads to exchanges which make White's Queen Rook a formidable attacking weapon.

13 ... d5xe4

Otherwise Black must live in constant dread of e4xd5 or e4-e5, either of which moves White will play at his own convenience.

14 Nd2xe4 Nf6xe4  
15 Re1xe4! Se7-f6

Initiates a pretty threat to simplify by 16 ... Nd7-c5 17 d4xc5 Bf6xb2, and Black has obtained a respectable game.

16 Qd3-e3! c6-c5

Black relies on this move to eliminate White's d-Pawn, after which the squares e5 and c5 will be available to his Knight.

But the move is bravely refuted by Capablanca, who never misses a trick.

17 Nf3-e5! c5xd4

Black continues on his merry way, anticipating this natural sequence

of events. 18 Bb2xd4 Bf6xd5  
19 Bd4xe5 Nd7xe5 20 Re4xe5 Rf6-d8, and has command of the Queen file gives him an excellent position.

18 Ne6xd7!

A bolt from the blue!

18 ... Qc7xd7

Black discovers that accepting the offer of a Queen loses by this delightful combination:

18... d4xe3 19 Nd7xf6+ Kg8-h8 (if 19... g7xf6 20 Re4-g4+ Kg8-h8 21 Bb2xf6 mate)  
20 Re4-h4 (threatens 21 Rh4xh7 mate) 20... h7-h6 21 Rh4xh6+! g7xh6 22 Nf6-e5+ Kh8-g8  
23 Nd5xc7 and White has two pawns for a Rook.

19 Bb2xd4 Bf6xd4

More or less forced, as White had another arrow in his quiver, and was aiming at ending the King's career by 20 Bb4xf6 g7xf6 21 Re4-g4+ Kg8-h8 22 Qx3-h6 Rh6-g8 23 Qh6xf6+ Rg8-g7 24 Qf6xg7 mate.

20 Re4xd4 Qd7-e7

# Ending 20

Position after 20... Qc3-e7

Yellow



Capablanca to move

White's positional advantage consists in having three Pawns to two on the Queen side, and in his control (albeit temporary) of the open Queen file.

Capablanca's plan is admirable in its simplicity: acquire a passed Pawn (by virtue of the Pawn majority on the Queen side), push it up the board, and turn it into a Queen.

21 Rf1-d1

Strengthens White's grip on the file, and threatens to seize the seventh rank.

21 ... Rf8-d8

Black must oppose Rooks immediately or be crushed (especially since White might triple heavy pieces on the Queen file).

22 b3-b4

Now that the position is simplified, White can proceed to turn his Queen-side majority of Pawns into

a passed Pawn! An exchange of Pawns will convert the three to two majority into two to one, a further exchange will simplify that into one to nothing—and that one a passed Pawn!

Capablanca of course does not fall into the catchpenny trap: 22 Rd4xd8+ Rf8xd8 23 Rd1xd8+ Qc7xd8 24 Qc3-e7 Qd8-d7 mate.

22 ... Rd8xd4

Black must exchange, or remain passive and await his fate.

23 Qc3xd4

The Queen recaptures maintaining White's pressure on the file.

23 ... b7-b6

Either this, or 23 ... a7-a6 is necessary, to release the Rook from guard-duty.

24 g2-g3

Creates a flight-square for the King. In Queen and Rook endings, it is important to watch out for surprise checks (often with mate attached) on the last rank.

24 ... Ra8-c8

25 Rd1-e1

The Rook belongs behind the passed Pawn (or in this case, the potential passed Pawn).

The Rook protects the Pawn now, and will continue to do so along every step of its way up the board.

25 ... Rc8-d8

Now that he has the opportunity Black attacks the Queen, dislodges her from the file, and seizes it for himself.

26 Qd4-e3!

## Ending 20

A modest move, but a beautiful one! The Queen keeps in touch with the Rook, prevents the adverse Rook from swooping down to the seventh rank, and exerts her strong influence over the strategic square c5, the next stop for the Bishop Pawn.

It may seem strange to see Capablanca give up control of the Queen file when he had so tight a grip on it, but it is the mark of a great master to know when to relinquish one advantage for the sake of securing another.

26 ... Kg8-h8

The King decides to render whatever help he can, by moving closer to the center.

27 e4-e5

Every step forward is an important gain for the candidate.

27 ... b6xc5

Anticipating 28 b4xc5 in reply, when 28 ... Qc7-e6 would stop the Pawn dead in its tracks.

A diagram would be a proper



Position after 27 ... b6xc5

28 Qc3-e4!

The brilliant touch! Capablanca prevents the aforementioned blockade by the enemy Queen at c6, and sets the stage for 29 b4xc5 followed by the further advance of the Pawn to c6.

28 ... Rd8-d6

Protects the Bishop Pawn once again—or so it seems!

29 b4xc5

Capablanca sticks to his original concept, that of acquiring a passed Pawn and promoting it to a Queen.

He is not swayed by the prospect of picking up a couple of Pawns with 29 Qc4xb7 followed by 30 Qh7-h8+ and 31 Qh8og7, though that would leave him with a passed Pawn on the King Rook file.

29 ... g7-g8

Clearly, 29 ... Rd5xc5 would be met (quick as a flash) by 30 Qc4-b4, pinning and winning the impetuous Rook.

30 e5-e6

One more step nearer the goal!

30 ... Kf8-g7

The King has second thoughts about moving towards the center, as he might suffer this misadventure! 30 ... Kf8-e7 31 Qc4-b4+ Kc7-d6 32 Qh4-b4+ Kd6-e5 33 Qb4-t4 mate!

31 a2-a4!

A clever preparatory move! On 31 Qc4-b4 immediately, followed by 32 Qb4-b7, the sequel would be 32 ... Qc7xb7 33 c6xb7, and 33 ... Rd6-b6 brings the Pawn to a dead stop.

But after the text move (31 a2-e4!) the Rook could not move to the b5 square!

31 ... Rf5-e6

Now the Pawn seems to be held under lock and key. But Capablanca smashes the heavy blockade with one powerful blow!

32 Qe4-e6+ f7-e6

33 Qe6xd6! Qc7xd6

34 e6-e7 Black Resigns

The Pawn becomes a Queen next move, leaving White a Rook ahead and an easy win.

Capablanca's clear-cut play in this ending calls to mind a comment by Sir George Thomas, 'Against Alekhine you never knew what to expect, against Capablanca you knew what to expect, but you couldn't prevent it!'

## GAME 21

White: Ed. Lasker

Black: J. R. Capablanca

New York, 1915

### Queen's Gambit Declined

Capablanca can win a piece for three Pawns early in the game. Characteristically he prefers (instead to simplify the position to his advantage of course). A series of exchanges sweeps the pieces off the board leaving his opponent with a Knight stranded at the side while he (Capablanca) has a Bishop proudly occupying the center.

Relinquishing one advantage to secure another, Capablanca forces a final exchange of pieces to leave a pure Pawn ending. As usual, Capablanca manages to have only two stands of Pawns against three of Lasker's, and he brings about the win in a delightfully instructive way.

Edward Lasker thought so highly of the play in this game as to devote twelve pages on it in his

classic book *Chess and Checkers: The Way to Mastery*.

1 d2-d4 d7-d5

2 Ng1-f3 Ng8-f6

3 e2-e4 e7-e6

4 Nb1-c3 Nb8-d7

5 Bc1-g5 Bf8-b4

The usual move is 5 ... Bf8-e7, but Capablanca experiments with a more aggressive reply.

6 e2-e3

I like this note in *Schachbleiter*: 'Much stronger is 6 e4xd5 e6xd5 7 Qd1-e4, and Black's American bluff is entirely exploded.'

A plausible continuation of the bluff would be 7 ... c7-c6 8 d4xc5 Bb4xc3+ 9 b2xc3 0-0 10 c5-c6 Qd8-c7!, and Black has a good game.

6 ... c7-c5



Already threatening 7 ... Qd8-e6 (double attack on the pinned Knight) followed by 8 ... Nf6-e4 (triple attack on the poor creature).

7 ♖f1-e3

The natural 7 Qd1-c2 is countered by 7 ... Qd8-e6 8 e4xd5 Nf6xd5 9 Ra1-c1 Qe5xc2, and Black has stolen a Pawn.

7 ... Qd8-e6

8 Qd1-c2

Edward Lasker himself thinks that he should have castled. 'It is true,' he says, 'that Black can then win a Pawn by taking twice at c2; however in doing so he would retard his development and White is bound to obtain a strong attack by getting all his pieces quickly into action, while Black's Queen is separated from the rest of her troops.'

8 ... Nf6-e4

Capablanca could have won a piece for three Pawns by 8 ... b7-b5 9 e4xb5 c5-e4 10 Bd3xc4 d5xc4 11 Qb3xc4 Bc8-b7, but as *Schachblätter* (redeeming itself) says, 'The Cuban adopts a more subtle way of winning. His conduct of the game from now on displays exquisite accuracy.'

9 0-0

White is running short of good moves. Disaster follows 9 Bd3xc4, by 9 ... c5xe4 10 Nf3-e5 or 10 Nf3-d2, c5xd4 wins a piece! 10 ... f7-e6 11 Ne5xd7 Bc8xd7 12 Bg5-h4 Bc7-e4, and White loses his Queen.

9 ... Ne4xg5

This is preferable to winning the

Pawn at c3 by 9 ... Ne4xc3, as White will afterwards either regain his Pawn, or obtain attacking chances:

10 Nf3xg5 c5xd4

With the transparent threat (after 11 e3xd4) of continuing with 11 ... d5xc4 winning the exposed Knight.

11 Ne3-b5 Nd7-e5

12 Qb3-c2

'There's small choice in rotten apples,' as Shakespeare succinctly observed:

If instead 12 Ne5-d6+ Kc8-e7 13 Qb3-c2 Nc5xd3 14 Nd6-e7 Rh8-f8, and Black wins two pieces for a Rook. Or if 12 Ne5-d6+ Kc8-e7 13 Qb3-c2 Nc5xd3 14 Nd6xc6+ Ra8xc8 15 Qc2xd3 d5xc4, and again the poor Knight at g5 falls victim.

12 ... Ne5xd3

13 Qc2xd3 e7-e6

14 Nb5xd4 d5xc4

15 Qd3xc4 Bc8-e7

Once again Black threatens to win the unprotected Knight by driving the Queen away from the Bishop at b4 (which she is attacking) thus:

16 ... Ra8-c6 17 Qc4-b3 Bd7-e4 18 Qb3-d3 Qe5xg5.

16 Nd4-b3

Perhaps 16 Ng5-e4 was better, but White wants to eliminate one of the Bishops.

16 ... Qe5xg5

17 Qc4xb4 Bd7-c6

18 e3-e4 e6-e5

19 Qb4-d2

White offers to exchange Queens, as the alternative 19 Qb4-e1 loses a Pawn by 19 ... Qg5-e5 20 f2x3 Qc5xb2, and White dare not reply 21 Nb3xa5 on pain of losing his Knight by 21 ... Qb2-b6+.

## Ending 21

Position after 18 Qb4-d2

Capablanca to move



Ed. Lasker

Capablanca has managed to retain the initiative.

He plans to exchange Queens and be left with a Bishop (which he prefers) to his opponent's Knight. The Knight is to be driven to the side of the board and then forced into an exchange which will saddle White with a couple of isolated Pawns.

This might in itself not be fatal, but for the fact that Capablanca's King (even after casting Queen-side) will be close to the theater of action, and in a dominating enough position to force a decision.

19 ... Qg5xd2

20 Nb3xd2 0-0-0

Gains a tempo by the attack on the Knight.

21 Nd2-e4

In 21 Rf1-d1 Rd8-d4 (threatens to double Rooks) 22 Nd2-b3 Rd4xd1+ 23 Rf1xd1 Bc5xe4 24 Nb3xa5 Bc4-c5, with a similar ending to that which occurred in the actual game.

21 ... Bc5xe4

22 Rf1-g1 Kc8-b8

23 f2-g3

Edward Lasker himself criticizes this move, 'as it drives the Bishop where it wants to go,' but if 23 Nd2xa5 at once, then after 23 ... Bc4-d5 24 Na5-e4 Bc5xe4 25 Rc1xe4 Rd8-d2, and Black has all the play.

23 ... Bc4-d5

24 Nd2xa5 Rc8-e8!

An excellent move; it offers White various ways to get an inferior ending!

(1) 25 Rc1xc8+ Rb8xc8, and Black threatens 26 ... Rc8-e2, as well as 26 ... b7-b6 27 Na5-b3 Bc5xb3 28 a2xb3, and White has been left with a switched pair of doubled Pawns.

(2) 25 Na5-b3 Bc5xb3 26 a2xb3 Rc8xc1+ 27 Ra1xc1 Rh8-d8 28 Rc1-c2 Rd8-d3, and the hapless Knight Pawn is not long for this world.

25 b2-b3 Rc8xe1+

26 Ra1xc1 Rh8-d8

27 Rc1xc8+

This leads to a hopeless Pawn ending, as Capablanca will force an exchange of Knight for Bishop which will result in White's Pawns being split up and isolated.

White might have done better to go into a Rook ending a Pawn down, than: 27 Rcl-d1 b7-b6 28 Na5-c4 Bd5xc4 29 b3xc4 Rclbxc4 30 Rcl-d2, with theoretical drawing chances.

But Lasker may not have taken into consideration the fact that Capablanca would exchange his beautifully placed Bishop for a Knight almost completely out of play. Perhaps he also failed to realize that Capablanca was not one to hold on stubbornly to whatever advantage he had, but would cheerfully exchange one advantage for another.

27 . . . Kb5xc6  
28 Kg1-f2 Kc6-c7!!

A simple move, but a beautiful one strategically. Note its superiority to the natural one of 28 . . . b7-b6, driving the Knight off. After the reply 29 Na5-c4, there follows 29 . . . Bd5xc4 30 b3xc4 Kc6-c7 31 Kf2-e3 Kc7-c6 32 Kc3-d4, and Black's King cannot reach c5.

Contrast this position of Black's King with the following:

28 . . . Kc6-c7 29 Kf2-e3 Kc7-b6  
30 Na5-c4 Bd5xc4 31 b3xc4 Kb6-c5, and Black's King is in a dominating position.

It is such unobtrusive touches of genius that make it exciting to watch the great strategists in action, and to play over and analyze their

games.

Now let us look behind the scenes! Why did Capablanca not play 28 . . . b7-b6, which drives the Knight off, forces its exchange, and leaves White with a couple of isolated Pawns? Wouldn't that be good enough to win?

Perhaps, but the King move does it more efficiently, by enabling the King to reach the square c5, where it dominates the position, without loss of time. In short, Capablanca was following his own rule of making the King a powerful piece in the ending.

What makes it most impressive, though, is the fact that Capablanca is not content with making a good move, but finds a better one (if there is one) that realizes the same objective, but does it more efficiently.

That is the mark of a great master. That is Capablanca!

29 Kf2-e3 Kc7-b6  
30 Na5-c4+ Bd5xc4  
31 b3xc4 Kb6-c5

Capablanca now has the position he wants, the one he visualized when he exchanged Queens for perhaps even before that!!

32 Kc3-d3 e6-e5

Now that White's King is tied down to the defence of the Queen Bishop Pawn, Capablanca is free to go about the business of acquiring a passed Pawn on the Kingside, where he has a majority of Pawns. Sooner or later, White will run out of waiting moves.

This is how the board looks.



Position after 32... e6-e5

33 g2-g4

This is meant to hinder 33... f7-f6. On 33 a2-a3 instead (to prevent ... Kc5-b4 at some stage) the play could run like this: 33... f7-f6 34 g2-g4 g7-g6 35 h2-h3 h7-h6 36 h3-h4 h6-h5 37 g4-g5 b7-b6 38 Kd3-c3 a5-e4 39 f3-f4 e4-c3 (the idea is to force White go go after the e-Pawn, which will enable Black to gobble up the c-Pawn, and then go after the a-Pawn) 40 Kc3-d3 c3-c2 41 Kd3xe2 Kd5xc4 42 Kc2xc3 b6-b5, and the rest is elementary. Black captures the a-Pawn and wins.

33 ... f7-f6

34 h2-h4 g7-g6

35 Kd3-e4

If 35 Kd3-c3 f6-f5 36 Kc3-c3 Kc5-b4, and White must soon part with a Pawn.

35 ... Kd6-e6

Black could win as well with 35... Kc5xc4 36 g4-g5 f6xg5, but this is simpler, as it allows no hint of counter-play.

36 f3-f4

On 36 h4-h5 Kd6-e6 followed by 37... f6-f5+ forces the King back, after which Black returns to the Queen-side, winning easily, while 36 Kc4-c3 succumbs to 36... f6-f5 followed by 37... Kd6-c5.

36 ... e5x4

37 Kc4x4 Kd6-e5

38 h4-h5 Kc5xc4

39 Kf4-e4 b7-b5

40 a2-a3 Kc4-b3

41 White Resigns

Impeccable play, and a delightful lesson in the fine art of conducting a King-and-Pawn ending.

## GAME 22

White: J. R. Capablanca

Black: R. T. Black

New York, 1916

Roy Lopez

Capablanca gives a brilliant display of his tactical powers.

He explores an unusual combination beginning with a Pawn

sacrifice, that allows the enemy Queen the freedom of the board. It ends when, by a series of problem-like moves, he captures the flea-footed Queen.

In the endgame Capablanca's advantage in material of a Queen for his opponent's Rook, Knight, and Pawn is enough to win the game—theoretically. But winning a theoretically won game is not an automatic process.

Capablanca's relentless procedure is a valuable lesson in the technique of finishing, and an intellectual treat as well.

1	e2-e4	e7-e5
2	Ng1-f3	Nb8-c6
3	Bf1-b5	a7-a6
4	Bb5-a4	Ng8-f6
5	0-0	Bd8-e7
6	Rf1-e1	d7-d6
7	c2-c3	0-0
8	d2-d4	b7-b5
9	Ba4-c2	Bc8-g4
10	d4-d5 <sup>1</sup>	Ne6-b8

The Knight goes home, ready to start life over again by developing at d7. The alternative 10 ... Ne6-d5 11 Nb1-d2 c7-c6 12 d5xc6 Na5xc6 13 Nd2-f1 is not appealing.

11	b2-b3	Bg4-h5
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From the square the Bishop will be driven back to g6, where it is out of play, but bringing the Bishop back home by 11 ... Bg4-c8 does not appeal to Black (the player of Black).

12	Nb1-d2	Nb8-d7
13	Nd2-f1	

Standard operating procedure: the Knight is to emerge at g3, where it will exert pressure on (and perhaps occupy) the square f5, a key square in most forms of the Ruy López.

13	...	Rf8-e8
14	g2-g4	Bh5-g6
15	Nf1-g3	h7-h6

Secures a flight-square for the Bishop in the event of a threat to exchange it by 16 Ng3-h4.

16	a2-a4	
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A sudden shift to the other wing to keep Black on his toes.

16	...	Nf6-h7
17	Qd1-e2	Ra8-b8
18	a4xb5	a6xb5

Black seems to have some prospects of getting some counter-play by 19 ... b5-b4, which would secure his Queen side Pawn position against attack, and also provide a good square for his Queen Knight at c5.

19	b2-b4	
----	-------	--

But Capablanca squelches that possibility!

19	...	Qd8-e8
20	Bc2-d3	

The beginning of an attack which will range over the entire board, and give Black no time to breathe.

20	...	e7-c6 <sup>1</sup>
21	d5xc6	Qc8xc6

This is the position.



Position after 21 ... Qc3xb3

22 Rf1 e6!

This brilliant offer of the Queen-side Pawns in order to trap the Queen on an open board is rather like the one that characterized (and illuminated) the beautiful Capablanca- Vidmar game at London in 1921.

The theme may be somewhat similar, but the execution differs enough to make both combinations outstanding.

22 ... Qc3xb3

23 Bc3xb3

This is more economical (and therefore more artistic) than 23 Bc1-d2, driving the Queen back to c7, as the Queen must return there in any event.

23 ... Qc3-e7

Of course not the greedy 23 ... Qc3xb4, as the reply 24 Bc1-d2 attacking the Queen allows Black no time to save his Queen Knight from capture.

24 Bc1-e3 Rf3-d3

25 Rf1-e1

The Rook seizes the open file, gaining a tempo by the attack on the Queen.

25 ... Qc7-b7

26 Bb5-e6

Capablanca continues his combination to win the Queen, though he had a good alternative in 26 Bb5xd7 Qb7xd7 (but not 26 ... Rd3xd7 27 Ra5-a7) 27 b4-b5, and White has an excellent game.

26 ... Qb7xb4

27 Ra5-e4 Qb4-b3

This is forced, as 27 ... Qb4-b2 loses a piece by 28 Qe2xb2 Rb8xb2 29 Ra4-a7 (Rook to the seventh—so often the magic move that wins!) 29 ... Nh7-f6 30 Bc6xd7 Rb8xd7 (or 30 ... Nf6xd7 31 Rc1-c7 does the trick) 31 Ra7xd7 Nf6xd7 32 Rc1-c7, and the Knight (or the Bishop behind the Knight) must fall.

28 Ra4-a7!

Here too, Rook to the seventh is the magic move in the combination.

28 ... Nh7-f6

29 Nf3-e2 Qb3-b2

Though 17 squares are open to the Queen, she can find no safe refuge.

Fleeing to the Kingside would allow the sequel: 29 ... Qb3-e6 30 Bc6-d5 Qe6-f6 31 Nd2-f3 (threatens 32 g4-g5 h6xg5 33 Bc3ag5 winning the Queen) 31 ... Bg6-h7 (or 31 ... Nf6-h7 32 Rc1-e7 wins a piece) 32 g4-g5 Qf6-g6 33 Nf3-h4, and White wins the Queen.

30 Qe2-d1 Be7-g5

## Ending 22

The best move in Black's command.

31 **Rc1-c2** **Bg3xe3**

The Queen cannot escape, the reply to 31 ... Qb2:b4 being 32 Ra7:e4 and the Queen is surrounded and caught.

32 **Rc2xb2** **Ba3xe7**

33 **Rb2xb8** **Nd7xb8**

Awkward, but 33 ... Rd8xb8 loses a piece after 34 Qd1:e4.

34 **Ba6-d5** **Nf8-e6**

35 **Ng3-e2** **Nb8-d7**

36 **Qd1-e4** **Ba7-b8**

37 **Qa4-e2** **Nd7-c5**

38 **f3-f3** **Kg8-f8**

39 **Nd2-e4** **Kf8-e7**

Blissfully unaware of what Destiny has in store for him, the King goes forward to meet his fate.

40 **Nc4-e5** **Ke7-f6**

And now moves on, into a mating net.

41 **Nc5-c6** **Rd8-c8**

42 **h3-h4** **Bb8-c7**

## Ending 22

Position after 42... Bb8-c7

Black



Capablanca to move

White has an advantage in material and in position.

Black's King is stalemated and susceptible to sudden mate, while his King-side pieces are threatened by menacing Pawns.

What is White's problem? Shouldn't the win be fairly easy?

Perhaps, but it is Capablanca's quick and efficient method of procedure that provides a valuable study in endgame technique. The latter part of the ending, showing the Queen driving the enemy pieces into a corner, is here in actual play, and particularly interesting.

43 **f3-f4**

The first move is a ten-move combination, which sweeps away a dozen pieces and Pawns from the board!

White poses two threats now of winning a piece: one is by 44 f4:f5

attacking Knight and Bishop, while the other is 44 g4-g5+ h5xg5 45 h4xg5+, forcing Black to give up his Knight for two Pawns.

43 ... Bg6xe4

Capturing the Bishop Pawn instead allows a sparkling finish.

43 ... Nc6x14 44 Nc2x14 e5x14

45 Qa2-e1 mate—a picturesque mate from afar!

44 g4-g5+ h6xg5

45 h4xg5+ Ne6xg5

There is no choice, as 45 ... Kf6-g6 (or to e5) loses a whole Rook by 46 Nc6-e7+

46 N4xg5+ Kf6xg5

47 Be5xe4 Nc5xe4

48 Qa2-e7 Be7-h6+

This wins a piece, but only *pour le moment*.

49 Kg1-g2 Re8xc8

50 Qf7xg7+ Kg5-h5

Best, though it loses a Knight. If 50 ... Kg5-f5 instead, 51 Qg7-d7+ wins a Rook, and then another piece!

51 Qg7-h7+ Kh5-g5

52 Qh7xe4 Re8-e7

Black might have resigned gracefully here, but as he did not, we do get an interesting lesson in finishing off an opponent who insists on fighting on to the bitter end.

53 Re2-g3

With this in mind, 54 Qe4-e5+ Kg5-h6 (on 54 ... Kg5-h4 55 Qf5-h5 is mate) 55 Qf5-e6+ Kh6-h7 56 Ng3-f5 followed by 57 Nf5-e7 (cutting off the Rook

from the King's aid) and the threat of mate in two will force Black to give up his Rook for the Knight.

53 ... Kg5-f6

Moving to the other side offers no relief: 53 ... Kg5-h6 54 Qe4-g4, and the threat of winning by 55 Ng3-f5+ Kh6-h7 56 Nf5-e7 Rf7xe7 57 Qg4-h4+ followed by Qh4xe7 cannot be avoided; the Rook cannot come to the aid of the King, as (after 53 ... Kg5-h6 54 Qe4-g4):

(a) 54 ... Rc7-h7 55 Ng3-f5 is mate.

(b) 54 ... Rc7-g7 55 Qg4-h5 is mate.

(c) 54 ... Rc7-f7 55 Ng3-f5+ Kh6-h7 56 Qg4-h5+ Kh7-g8 57 Nf5-h6+ wins the Rook.

54 Qe4-e5 Bb6-c5

Necessary, as 54 ... Kf6-e7 allows 55 Ng3-f5+ winning the Queen Pawn.

55 Ng3-e4+

This is the position:



Position after 55 Ng3-e4+



If Black now plays 55... Kf6-f5, the reply is not the prosaic 56 Ne4xd6+, but the imaginative 56 Kg2-c3, with the pretty possibility of mating by 57 Qd5-g8 and 58 Qg8-g4.

Then if 56... Rc7-g7, there comes 57 Qd5-a8, and the threat is 58 Qa8-f8+ Kf6-g6 59 Qf8-f6+ Kg6-h7 60 Ne4-g5+ Kh7-h8 (or 60... Kh7-g8 61 Qf8-d8 is mate) 61 Qa8-f8+ Rg7-g8 62 Qf8-h6 mate.

If (in reply to 57 Qd5-a8) 57... Rg7-f7 58 Qa8-e8 Kf6-g6+ 59 Kf3-g4 (threatens 60 Ne4-g5 winning the Rook) 59... Kg6-g7 (or 59... Bc5-e3 60 Ne4xd6 wins the Rook) 60 Ne4xc5 d6xc5 61 Qa8xa8+ followed by 62 Qa5xc5, and the rest is easy.

On 55... Kd6-f5 56 Kg2-f3 Kf5-g6, there is a problem-like finish as follows: 57 Qd5-g8+ Rc7-g7 (if 57... Kg6-h6 58 Qg8-g5+ Kh6-h7 59 Ne4-g6+ Kh7-h8 60 Qg5-g8 mate) 58 Qg8-e6+ Kg6-h7 (or 58... Kg6-h5 59 Qe6-f5+ Kh5-h6 60 Qf5-f6+ Rg7-g6—have it 60... Kh6-h7 61 Ne4-g5+ wins easily—61 Qf6-h8 mate) 59 Ne4-f6+ (as you still wish me!) 59... Kch7-g6 (if 59... Kch7-h6 60 Nf6-e8+ Rg7-g6 61 Qa8-h3+ Kh6-g5 62 Qh3-g4+ Kg6-h6 63 Qg4-h4 mate) 60 Nf6-e8+ Kg6-h7 61 Ne8xc7 Kh7xc7 62 Kf3-g4 Bc5-b4 63 Kg4-h5 Bb4-c5 64 Qa8-e7+ Kg7-g8 65 Ke5-g6, and White mates next move:

56... Kf6-e7

56 Kg2-f3 Kc7-d7

The position is tricky. The Rook, for example, hasn't a single plausible move. If

(a) 56... Rc7-d7 57 Ne4xc5 d6xc5 58 Qd5xe5+ followed by 59 Qe5xc5 wins,

(b) 56... Rc7-g7 57 Ne4xc5 d6xc5 58 Qd5xc5+ wins the Rook,

(c) 56... Rc7-e8 57 Qd5-b7+ Kc7-d8 58 Ne4-g5!, with the inevitable threat of 59 Ng5-e6+ winning the Rook.

57 Kf3-g4 Rc7-c6

58 Qd5-f7+ Kc7-c8

Black is driven to the wall. Quick loss follows 58... Kd7-c8, when the threat by 59 Ne4-f6 or mate at d7 forces 59... Kd8-c8 (or 59... Rc6-c7 60 Qf7-e8 mate) and 60 Qf7-d7+ wins the Rook.

59 Ne4-f6 Rc6-c7

Of no avail is 59... Rg6-b6 when 60 Nf6-d5 threatens mate on the move. If then 60... f6b6-c6 (of course not 60... f6b8-b7 Qf7-e8 mate) 61 Qf7-e8+ Kc8-b7 62 Qa8-d7+, and White wins a whole Rook.

60 Qf7-e8+ Kc8-b7

61 Nf6-d5 Rc7-c8

62 Qa8-b6+ Kb7a7

63 Nd8-e7 Black Resigns

Any Rook move is followed by 64 Ne7-c6+, forcing Black to give up the exchange or be mated.

A midgame and ending quite out of the ordinary.

## GAME 23

White J. R. Capablanca

Black D. Janowsky

New York, 1918

*Star Defence*

Janowsky gets quite a good game from the opening, and his initiative persists even after a dubious offer of the exchange.

A hasty advance in the center, which should have been preceded by the prophylactic 25 ... g6 g5, gives Capablanca an opportunity (which he seizes at once) to free his Kingside position and take over the direction of the game.

In the absorbing ending that follows, Capablanca has a Bishop and two Pawns against a Bishop and Pawn. The task of conducting his passed Pawn to the queening square is delicate, and requires exquisite timing, as the opposing Bishop threatens to sacrifice itself for the Pawn and force a draw.

Needless to say, Capablanca displays his usual deadly accuracy in an ending that is a valuable contribution to the theory of Bishop and Pawn endings.

1 d2-e4 Ng5-f6

2 Ng1-f3 d7-d5

3 c2-e4 c7-c6

4 Nb1-c3 d5xc4

5 e2-e3 Bc8-g4

You will search the opening books in vain for this move of Janowsky's. Janowsky was never Pawn hungry, or he would have tried to hold on to the extra Pawn by 5 ... b7-b5.

6 Bf1xc4 e7-e6

7 h2-h3 Bg4-h5

8 g4-g5 Bf8-e7

9 Qd1-b3 Qd8-e6

If instead 9 ... Bh5xc3 10-g2xf3, and White's two Bishops compensate him for the broken up Pawn position on the King-side.

10 Nf3-e5 Nc8-d7

11 Qb3xb6 e7xb6

The exchange of Queens is favourable to Black, as he now has an open file for his Rooks.

12 Nd5xd7 Ke8xd7

13 Bc1-d2 b6-b5

14 Bc4-d3 Bh5-g6

15 Bc3ag6 h7xg6

Janowsky has emerged from the opening with the better game. His Rooks are in possession of two open files, and his minor pieces have more scope than Capablanca's.

16 Rf1-e1 Ra8-e6

17 e2-e3 Rh8-e8

Threatens to win a Pawn by

18 ... b5-b4—a four-fold attack on the Rook Pawn.

18 Nc3-a2 Nf6-d5

19 Ra1-b1 f7-f6

20 Kg1-f1 Ra6-a4

Black has a strong alternative in 20 ... Ra6-b6 followed by 21 ... b5-b4, but Janowsky has a bolder course in mind.

## Ending 23

21 Nc2-c3 Rf4-e4

Janowsky goes in for the sacrifice of the exchange, confident that it will yield him an advantage in position.

He should have been content with 21 ... Nd5xc3 22 Bd2xc3 b5 b4, with excellent endgame prospects.

But again it's a matter of temperament. Janowsky would rather stir up complications in the midgame than play a long, hard end game.

22 b2-b3 Rf4xc3

23 Bd2xc3 Rf8xc3

24 Bc3-e1 Bc7-f6

25 Kf1-e2 e6-e5

This advance is premature, as it is important after 26 d4xe5 Bf6xe5 to prevent 27 f2-e4 dislodging the centrally-placed Bishop.

The preparatory move 25 ... g6-g5 was in order.

## Ending 23

Position after 25 ... e6-e5

Janowsky



Capablanca to move

Capablanca is ahead in material, as he has a Rook for a Knight and a Pawn. This advantage is offset by Black's superior position. His Rook is headed for the seventh rank... along which it might cause some trouble; his Knight stands like a rock in the center, and his Bishop occupies a strong post.

Capablanca plans to restrain the adverse Queen-side Pawns, get rid of the powerful Knight, and advance the Pawns on the King-side where he has the majority of Pawns.

26 d4xe5 Bf6xe5

27 f2-e4 Bc5-d6

On 27 ... Bc5 d6, there might follow 28 g2-g4 with the threat of exciting the Bishop from the long diagonal by 29 g4-g5.

28 Bc1-c3 Rf3-e2+

29 Kc2-d3 Bb6-c5

instead of meekly defending his g-Pawn by 29 ... Bb6-B8, Janowsky (as usual) tries for a little counter-attack. He visualizes the following: 30 Bc2-g3? Bc5xa3 31 Rc1-d1 (rescues the Rook from attack), and threatens 32 Rd1xd5+ c6xd5 33 Kf3xe3? 31 ... Ra2-f2+ 32 Kf3-g3 Rf2xM4, and Black has picked up a Pawn.

30 Rc1-d1

Now of course the capture of

30 ... Bc5xa3 fails after

31 Rd1xd5+,

30 ... Kd7-e6

31 Rd1-d3 Bc5-f8

32 Bc2-e6

Now it is Capablanca's Bishop that is centrally located and in possession of the long diagonal.

32 ... b6-b4

Black tries to start his Queen-side majority of Pawns rolling ...

33 Rb1-c1 g6-g5

... but hesitates to continue with 33 ... c6-c5, as that would remove a strong support from the Knight.

34 g2-g4

Threatens to win a couple of Pawns by 35 g4xh5+ Ke6-e7 (on

35 ... Ke6xf5 36 a3-e4+ wins the Knight) 36 Naxg5.

34 ... g7-g6

35 a3-e4 f5xe4+

36 Kf3xe4 Ra2-e2+

37 Ke4-f3 Rb2-h2

38 Kf3-g3 Rh2-e2

39 h3-h4 g6xb4+

40 Kg3xh4 Bf8-e7+

41 Kh4-g3 g6-g5

Black plays to undermine the Bishop.

42 Kg3-f3 Rb2-h2

43 Rc1-e1

Not with any threat of discovering on the King, but of discovering an attack on the Rook by 44 f4-f5+.

43 ... Rh2-h3+

44 Kf3-e6 Rh3-h4

45 f4xg5! Bc7xg5

Janowsky carefully avoids 45 ... Rh4ag4+ when 46 Ke4-f3 forces the Rook to move to a black square and into a discovered attack by the Bishop.

46 Ke4-f3 Rh4-h3+

47 Be5-g3+ Ke6-e7

48 Kf3-g2 Rh3-h7

This is the picture on the board:



Position after 48 ... Rh3-h7

49 Rc1-e5 Bg5-f6

50 Re5xd5+

The Knight must be destroyed!

50 ... c6xd5

Ending 23

51 Rd3xd5+ Kd7-e8

Nothing is to be gained by coming towards the center; if 51... Kd7-e8 52 Rd5-d6+ Ke6-f7 (the King must retreat) 53 Rd6-b6, and the King must lose another move to save the Pawn at b7.

52 Rd6-b6 Rh7-d7

If 52... Bf6-c3 53 Bg3-d6 does the trick.

53 Rb5xb4 Ke8-f7

54 Rb4-b6 Bf6-d4

This leads to an exchange of Rooks, but leaving them on the board means passive resistance, with no chance of counter play.

55 Rb6-d6 Rd7xe6

56 Bg3xd6 Kf7-g6

57 Kg2-f3 Bb4-f6

58 Bb6-f4 Kg6-f7

59 Kf3-e4 Kf7-e6

Both Kings are now centralized (and probably breathing defiance at each other).

60 Bf4-e3 Bf6-e7

61 g4-g5 Bg7-d8

62 Ke4-f6 Bb6-c7+

63 Kf6-g6 Bc7-e5

64 Kg6-h6 Ke5-f7

He must prevent this: 65 Kh5-g6 Bb5-c3 66 Kgg-h7 Ke6-f7 67 g5-g6+ Kf7-f8 68 Bc3-c5+ Kf8-e8 69 g6-g7, and Black must give up his Bishop for the Pawn.

65 Kh5-h6 Kf7-g6

66 Bc3-b6 Bb5-c3

67 Kh6-g6 Bc3-d2

68 Kg6-f6 Bd2-c3+

69 Kf6-e6 Bc3-d2

70 g5-g6 Bb2-c3

Against 70... Kgg-g7, the play would go thus: 71 Ke6-f6 Bb2-c3 72 Bb6-c7 (threatens to win by 73 Bc7-e5+) 72... Bc3-e1 73 Bc7-e5+ Kg7-g8 (but not 73... Kg7-h6, when 74 Kf5-f6 followed by 75 Kf6-f7 wins), and White regains operations on the Queen-side now that his King Knight Pawn is safe from harm.

71 Ke6-e5 Bc3-d2

Attacking the Pawn is fatal, as after 71... Kgg-g7 72 Bb6-d4+ Bc3xd4 73 Kd5xd4 Kg7xg6 74 Kd4-c5 Kgg-f6 75 b3-b4 Kf6-e5 (on 75... Kf6-e7 76 Kc5-b6 wins easily) 76 b4-b5 (but not 76 Ke5-b6 Ke5-d4 77 b4-b5 Kd4-c4, and Black draws) 76... Ke5-e6 77 Kc5-b6 and White wins.

72 Bb6-d4 b7-b6

73 Kd5-e4 b6-b4

74 Bb4-e3 Bb2-c3

Clearly, 74... Bf2xe3 75 Ke4xe3 Kg8-g7 76 Ke3-d4 Kg7xg6 77 Kd4-c4 Kg6-f7 78 Kc4-b4 Kf7-e7 79 Kb4-c5 Ke7-d7 80 Kc5-b6 is a win for White, as the King on the path in front of the Pawn on the same file is always a win, with or without the move.

75 Ke4-d3 Bc3-e1

76 Bc3-d2 Bb1-f2

77 Kd3-e4 Bf2-c5

78 Ke4-d5

Attacks the Bishop with gain of tempo

78... Bc5-e7

79 Kd5-e4 Kg8-g7  
 80 Bd2xb4 Be7-d8  
 81 Bb4-c3+ Kg7xg8  
 82 b3-b4 Kg8-f8  
 83 Ke4-d5

The position at this point:



Position after 83 Ke4-d5

Janowsky (naturally of course) came to the conclusion that Capablanca had a clear-cut win by the following line of play: 83 ... Bd8-c7 84 Bc3-d4 Bc7-c8 85 Bd4-c5 Bd8-e7 86 Bc5-d6 Bc7-d8 87 Kd5-c6 Kf8-e8 88 b4-b5 Bd8-e5 89 Bc6-c7 Bc5-d2 90 b5-b6 Bd2-e3 91 b6-b7

Bc3-a7 92 Kd6-b6 Ke6-d7 93 Kd6-e6, and White wins.

The conviction that his game was hopeless prompted his decision, which was ...

83 ... **Black Resigns**

Many years later, Cheren and Averbach demonstrated that Black still had a draw at the point when he resigned, by a remarkable line of play (which Janowsky could hardly be blamed for missing) to wit:

83 ... Kf8-f4! 84 Bc3-d4 Bf7 Bc3-e5+ Kh4-e3 85 b4-b5 Ke3-d3 86 Kd5-c6 Kd3-c4 84 ... Kh4-f3! 85 b4-b5 Bf7 85 Bd4-c5, Kf3-e2! 86 Kd5-c6 Ke2-d3 87 Ke6-d7 Bd8-g5 88 b4-b5 Kd3-c4 85 ... Kf3-e2! 86 Kd5-c6 Ke2-d3 87 Bd4-b6 Bd8-g5 88 Ke6-b7 Kd3-c4 89 Kb7-a6 Ke4-b3! (but not 89 ... Ke4-b4, when 90 Bb6-a6+ Kb4-a4 91 b5-b6 and White wins) 90 Bb6-f2 Bg5-d8 91 Bf2-e1 Kb3-a4, and the King arrives just in time to force the draw.

A difficult line of play to foresee, especially since it involved such an extraordinary idea as manœuvring the King behind the passed Pawn!

## GAME 24

White D. Janowsky  
 Black J. R. Capablanca  
 New York, 1916

### Slav Defence

Capablanca shows his consummate mastery of all styles of play in this game.

The subtle strategy initiated by his 10th move could have been a profound concept of Lasker's.

The powerful restraining moves by the Pawns are worthy of a Philidor.

The switch attack from one side of the board to the other is reminiscent of a Bogolyubov attack.

The sacrifice of a Pawn on the Queen-side in order to win a piece on the King-side is in the style of a Spielmann.

The mate threat on an open board in the endgame might have been the inspiration for the finish of the Nimzowitsch-Bernstein game at Karlsbad in 1923.

The whole game might have been a breath-taking brilliancy of Alekhine's except that it was played by Capablanca!

1	d2-d4	Ng1-f3
2	Ng1-f3	d7-d5
3	e2-e4	e7-e6
4	Nb1-c3	Bc8-f5
5	Qd1-e3	

A stronger continuation is 5 e4xd5 c6xd5 6 Qd1-e3, practically forcing the Bishop to return home.

5	...	Qd8-b6
6	Qb3xb6	e7xb6
7	e4xd5	Nf6xd5
8	Nc3xd5	c6xd5

Janowsky was no doubt pleased at having saddled his opponent with doubled and isolated Pawns on the b-file, but the position is deceptive. Black has two fine open files for his Rooks to disport in—and as for the Pawns, Capablanca has a plan to turn this weakness into strength.

9	a2-a3	Nb6-e6
10	Be1-d2	Bf5-d7!!

What a move! This undeveloping of the Bishop is an subtle e piece of strategy as you will very see on a chessboard! The idea is this: Capablanca intends to continue by ... Nc6-e6, ... b6-b5, and ... Ne6-c4. The Knight would then occupy an important outpost and be strongly supported by Pawns. It could not be left there dominating the entire neighborhood, and removing it would be practically compulsory. The recapture by ... b5xc4 would undouble the Pawns, and leave Black with the advantage of the two Bishops. In the consequent play, Black could bring a great deal of pressure to bear on his opponent's Queen-side Pawns.

11	Bf1-e2
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Had Janowsky suspected the profundity of Capablanca's concept, he would not have played a routine developing move, but staked his Bishop at b5 instead, rendering it difficult to carry out the plan.

11	...	e7-e6
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Locking in the Bishop is unimportant, as the Bishop, destined for great deeds, will come to life later.

12	0-0	Bf8-d6
13	Rf1-e1	Ke8-e7!

Capablanca prepares for the ending (even at this early stage) by bringing his King to the center, instead of castling.

14	Bd2-c3	Rh8-e8
15	a3-a4	

This frees the Queen Rook from the task of defending the Rook Pawn, but it creates a hole at b3, an

organic weakness which is irremediable.

A better course was 15 Nf3-d2, waiting (like Mr Micawber) for something to turn up, or the energetic 15 Nd3-e5, doing something about it.

15 ...                      Nc6-e5!

The Knight, in accordance with the plan, is headed for e4.

White can prevent this by playing 16 Bc3xe5, but he is not anxious to strengthen out Black's Pawns, and as well to leave Black with the two Bishops.

(Meanwhile Black, as parent, is threatening 16 ... Na5-b3, winning the exchange).

16 Nf3-d2                f7-4f!

Capablanca of course will not permit White to free himself by 17 e3-e4, and obtain counter play.

*Great players do not let their opponents make good moves.*

17 g2-g3                b6-b5!

18 f2-f3

Janowsky misses his last chance to prevent the Knight from coming in at e4, by removing it from circulation, but he was loath to part with one of his beloved Bishops.

18 ...                      Na5-e4!

Capablanca has realized the first part of his plan, which was to post the Knight in a commanding position.

Janowsky is fully aware that the Knight must be removed, but how?

19 Be2xc4

Janowsky would rather have captured with his Knight, but after

19 ... b5xc4 in reply, his Bishop would be badly hemmed in, and the prospect of advancing his King Pawn rendered impossible for a long time to come.

After the text move, his Knight supports the advance, which is imperative if his pieces are to get any freedom of movement.

19 ...                      b5xc4

20 e3-e4                Kc7-f7

Clears a flight-square for the Bishop in the event of an attack on it by 21 e4-e5.

21 e4-e5

This is the sort of move that many players find irresistible, but it violates the tenets of position play, as it cuts down the scope of White's Bishop.

The beautiful central square e5 should be reserved for a piece, and Janowsky should have striven for that possibility by playing instead 21 e4xe5 e6xd5. 22 f3-f4 followed by 23 Nd2-f3 and 24 Nf3-e5. Black could then only remove the strongly posted Knight at the cost of giving up his dark-squared Bishop for it.

21 ...                      Bc6-e7

22 f3-f4

If White's object was to place all his pieces and Pawns on black squares, he has succeeded in that ambitious!



# Ending 24

Position after 22 B3-B4

Capablanca to move



Jeremy

Black's positional advantage is two-fold:

(a) he has two Bishops against his opponent's Knight and bad Bishop (one whose movements are restricted by the many Pawns occupying squares of the same colour), and

(b) he has the possibility of opening up lines on both side of the board for his Rooks.

Capablanca plans to force a breakthrough on the Queenside with his b-Pawn, and one on the Kingside with his g-Pawn. These two Pawns will be the spearheads of an attack that will enable his Bishops and Rooks to penetrate the enemy position.

What makes this strategy particularly attractive is the sudden shifting of the attack from one side to the other—and back again, and again, and again! It would be

amazing, if tournament chess were not so serious an affair where life-time reputations are at stake in every game.

22 ... b7-b6

Clearly with the intention of advancing to b4 at the right time.

White can prevent this advance as well, but at the cost of a Pawn, like this: 23 Bc3-b4 Bc7xb6 24 a3xb4 Ra8-a4 25 Ra1xa4 b5xa4, and the coming 26 ... Rcb-b8 will win a Pawn.

23 Kf1-f2 Ra8-a4

24 Kf2-e3 Rcb-b8

Threatens to win the Bishop by

25 ... b5-b4.

25 Ra1-b1 h7-h6

So ... Capablanca turns his attention to the other side of the board, obviously intending to push the Knight Pawn, as the start of an attack on the King side.

26 Nd2-d3

White might have fared better with 26 h3-h4, then if 26 ... g7-g6 27 h4xg5 h6xg5 28 Nd3-d3 g6-g4 29 Nd3-g6+ Bc7xg6 (on 29 ... Kg6 30 Rc1-h1) 30 Hxg6 Kf7-g6 31 Rc1-h1!

26 ... g7-g6

27 Nd3-e1

A strange looking move, but the Knight hopes to exert more influence at g2 than at f3.

27 ... Ra8-g8

28 Ke2-f3

White should have continued with 28 Ne1-g2, ready to meet

28 ... g6xh4 with 28 Ng2xh4, and the Knight stands on a good square.

28 ... g6xh4  
29 g6xh4 Ra4-a8

The Rook returns to home base, ready to swing over to the King side, and the attack on the g-file.

30 Ne1-g2 Rg8-g6  
31 Rc1-g1 Ra8-g8

Signals the beginning of Janowsky's troubles. His Knight is pinned and may not move without loss of his King Rook, and his King Rook may not move without loss of his Knight!

But how does Capablanca add to the pressure on White's position? How does he enlist the services of the light squared Bishop now standing idly at d7?

We'll see in a moment. Meanwhile ... it's Janowsky who is on the move!

32 Be3-e1

An ingenious idea! He plans to rescue the Knight, who is threatened by the march of the Rook Pawn, this way: 32 ... h6-h5 33 Be1-f2 (to protect the Rook) 33 ... h5-h4 34 h2-h3 Rg6-g7 35 Ng2-e3, and he can breathe again.

But Capablanca is ready for this contingency, and forces Janowsky to direct his attention to the other wing.

32 ... b5-b4!

Brilliant play! Capablanca gives away a Pawn to clear a path for the Queen Bishop. The Bishop intends to whirl around the board by way of e4, stopping at c2 to attack the Rook. [If it hasn't been frightened

away] and finally come to a stop at e4, where a check to the King will strike at the Knight behind the King.

33 a3xb4

The alternative is 33 Be1xb4 Be7xb4 34 a3xb4, and Black can then pursue the attack by 34 ... h6-h5, with threats against the pinned Knight, or play 34 ... Rg8-b8, regaining the Pawn immediately with advantage.

33 ... Bd7-e8

34 Rb1-e1

On 34 Rb1-e1 (to stop the intended 34 ... Bb4-c2) then Black continues effectively with 34 ... Rg6xh4+ 35 Kf3xh4 Be7-g5+ 36 Kf4-f3 Bg6xc1, and remains with a winning position.

34 ... Be4-c2

35 Be1-g3

Janowsky has adroitly managed to relieve the pin on the Knight, but Capablanca, in compliance with Pillsbury's epigram, 'So set up your attacks that when the fire is out, it isn't out!', throws another log on the fire.

35 ... Be2-e4+

36 Kf3-e2 h6-h5

37 Ra1-a7

White tries to work up some kind of counter-attack, since 37 Ng2-e3 offers no hope after 37 ... h5-h4 38 Ne3xg4 h4xg3+ followed by 39 ... f5xg4, and Black will have won two pieces for a Rook.

37 ... Be4xg2!

A clear exchange by the great

## Game 25

master of the art of exchanging

No matter how White retakes,  
his Bishop will be pinned!

38 Rg1xg2 h5-h4

Sad, but true. The noble Bishop  
that rescued the Knight from a pin  
is now (self-) victim of a pin.

39 Bg2xh4

Makes the best of the situation.  
Instead of losing a whole Bishop,  
Janowsky gets by with loss of the  
exchange.

39 ... Rg1xg2+

Of course not the hasty

39 ... Rg1xh4, as the reply

40 Rg2xg8 would come (like a shot).

40 Kf2-f3 Rg2xh2

41 Bh4xe7

No better is 41 Ra7xa7+ Kf7-f8  
42 Bh4-f6 Rg8-h8, and the threat  
of instant mate forces 43 Bf6xh5  
Kf8xe7, and the rest is child's play.

41 ... Rb2-h3+

Drives the King back a rank.

42 Kf3-f2 Rb3-b2

The threat of discovered check

poses no danger to Black, as all of  
Capablanca's pieces and Pawns  
stand on white squares.

43 Bc7-g5+

Shuts out the Rook at g8 temporarily,  
but there are many roads to  
checkmate.

43 ... Kf7-g8

44 Ra7-a7 Rb3xb2+

45 Kf2-f3 Rg8-a8

Threatens instant mate—which can  
be delayed only with white checks.

46 Ra7xa8+ Kg8-h7

Never in a million years would  
Capablanca fall into 46 ... Kg8-h5  
47 Re6-h6 mate.

47 White Resigns

After 47 Re6-h6+ Kh7-g7

48 Kf3-g2 there follows

4g ... Ra8-a3+ 49 Kg3-h4 Rb2-h2  
mate.

Magnificent play throughout  
marks a game of the highest order—  
definitely one of the greatest  
masterpieces in the entire literature  
of chess.

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## GAME 26

White F. J. Marshall

Black J. R. Capablanca

New York, 1818

*Queen's Gambit Declined*

Capablanca's conduct of the game  
is truly impressive. It is as fine an  
illustration of *The Power of Position  
Play* as you will ever see.

Early in the game Capablanca

gives up a Pawn in order to man-  
oeuvre his opponent into a state of  
zugzwang.

I am always intrigued by the  
mysterious power exerted by

Zugzwang, whereby several pieces of one player hold an equal or even greater number of his opponent's pieces in so tight a grip that no piece or Pawn can move without incurring loss.

Such is the efficacy of Capablanca's strategy in this game as to keep Marshall's pieces completely in a bind. A Knight that is under attack must stay where it is, while neither of the Rooks protecting the Knight dare move away from the file it occupies. The King—well, the King by himself can do very little. All that is left to Marshall are some feeble moves by his Pawns. When these die out, Marshall tries out a swindle or two. The swindles come to nothing, and Marshall must tee down his King in surrender.

1	c2-d4	d7-d5
2	Ng1-f3	Ng8-f6
3	e2-e4	e7-e6
4	Nb1-c3	Nb8-d7
5	Bc1-g5	Bf8-e7
6	e3-e3	0-0
7	Ra1-c1	c7-c6

It took quite a while after the history making game between Pillsbury and Tarrach at Hastings in 1895 for the masters to discover the superiority of 7 ... c7-c6 to 7 ... b7-b6. In the meantime Pillsbury kept on slaughtering the innocents who stuck to the latter move.

8	Qd1-c2	d5xc4
9	Bf1xc4	Nf6-d5

This move, made popular by Capablanca, frees Black's rather crowded

game by bringing about some exchanges.

10	Bg5xe7	Qd8xe7
11	0-0	Nd5xc3

But not at once 11 ... b7-b6, which Vidmar tried against Capablanca at London in 1922. He was smashed by 12 Nc3xd5 c6xd5 d4 12 ... e6xd5 13 Bc4-d3 wins a Pawn! 13 Bc4-d3 b7-h6 14 Qc2-c7 Qc7-b4 15 a2-a3!, and Black's Queen sortie led to loss, Vidmar having discovered to his horror that 15 ... Qb4xb2 would be followed by 16 Rc1-b1 Qb2xa3 17 Bc3-b5 Qa3-e7 (or 17 ... Nd7-f6 18 Rb1-a1 Qa3-b4 19 Rf1-b1, and White wins the Queen) 18 Bb5-c5 Rc8-b8 19 Nd3-e5 Qe7-d8 20 Qc7xa7 Nd7xc5 21 d4xc5, and White wins a piece, as Capablanca demonstrated.

12	Qc2xc3	b7-b6
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'This is the key,' says Capablanca, 'to this system of defence. Having simplified the game considerably by a series of exchanges, Black will now develop his Queen Bishop along the long diagonal without having created any apparent weakness. The proper development of the Queen Bishop is Black's greatest problem in the Queen's Gambit.'

13	e3-e4
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An excellent alternative is 13 Qc3-d3, which Bogolybov used to good effect in his game against Tarrach at Hastings in 1922, enabling him to win the shortest game of the tournament by means of a Knight fork which he described as a 'family check'.

## Ending 25

The continuation was  
13 ... Rf8-d8 (inferior to  
13 ... c6-c5, which led to a draw  
between Alekhine and Capablanca  
at London in 1923) 14 Qd3-e2  
c6-c5 15 Bc4-b6 c6xd4  
16 Nf3xd4 Bc8-b7 17 Rc1-c7  
Ra8-b8 18 Rf1-d1 Bb7-d5  
19 Nd4-c6!, and White wins a  
Pawn.

13 ...            Bc8-b7  
14 Rf1-e1        Rf8-d8

Stack plans to continue with  
16 ... Nd7-f6, 16 ... Ra8-c8 and  
17 ... c6-c5, the freeing key move  
in such positions.

16 d4-c5

Marshall does not wait for things  
to happen to him—so he attacks!  
The immediate threat is 16 d5xe6  
17xe6, and Stack is left with an  
isolated King Pawn.

16 ...            Nd7-c5!

Much stronger than the modest  
15 ... Nd7-f6, which Capablanca  
had tried in an earlier round against  
Korotki.

Black now threatens to win a  
Pawn by 16 ... c6xd5 17 e4xd5  
Bb7xd5, or to shatter White's  
center by 16 ... Nc6xe4  
17 Re1xe4 c6xd5 18 Re4-g4  
17-f6, and Black regains his piece.

16 d5xe6        Nd7xc5  
17 Bc6xe6       Qc7xe6

Capablanca thought that his attack  
on the Rook Pawn would cause  
White to lose a move defending the  
Pawn, whereupon he could play  
18 ... c6-c5 with the superior  
game.

But he was disillusioned, as

Marshall had quite a little surprise  
for him.

18 Nf3-d4!

## Ending 25

Position after 18 Nf3-d4!

Capablanca to move



Marshall

Capablanca, whose Queen is attack-  
ed, is faced with a problem. He  
may not play 18 ... Qc6xe2, as  
19 Rc1-e1 in reply wins the Queen.  
Nor may his Queen move to e7, as  
his c-Pawn is loose. Finally, if  
18 ... Qc6-d7 (to protect the  
Pawn) he faces the fury of a  
Marshall attack: Beginning with  
19 Nd4-f6 17-f6 20 Qc3-g3  
(threatens 21 Rc1-d1 Qd7-17  
22 Nf5-f6+ winning the Queen)  
20 ... Kg8-h8 21 Rc1-d1 Qd7-17  
22 h2-h4, with a powerful game  
for White.

18 ...            Qc6-e5!

A brilliant move, this sacrifice of a  
Pawn. It is not evident at first

right what advantage will accrue in return for the Pawn, as Quidera will be exchanged, and little material left with which to work up an attack.

But it must have been clear to Capablanca, who had looked deeply into the position and foreseen the various possibilities.

19 Nd4xe6 Qe5xe3

20 Rc1ac3 Rd8-d2!

'The powerful position of the Black Rook at d2,' says Capablanca, 'fully compensates Black for the Pawn minor.'

Marshall should now play for a draw, according to Capablanca, who suggests this line: 21 Nc6 e7+ Kg8-f8 22 Rc3-c7 Ra8-e8 23 Rc7xb7 (best—not 23 Ne7 g6+ f7xg6 24 Rc7xb7 Re8xe4) 23 ... Re8xe7 24 Rb7-b8+ Re7-e8 25 Rb8xb8+ Kf8xe8, and White should be able to draw, even though *he is a Pawn ahead*.

21 Re1-e1

Marshall forgets that he is Marshall, and plays a surprisingly meek defensive move. At this stage, Rooks are supposed to be out in the open, picking up stray Pawns—or, at least, terrorizing them.

21 ... Ra8-e8

This demonstration against the center is the prelude to an attack on the King himself.

22 e8 e8

This is preferable to 22 f2-f3 f7-f6 23 e4xg5 Re8-e2, and the doubled Rooks are enough to frighten a man to death.

22 ... g7-g6!

Masterly play! At one stroke Capablanca prevents White from supporting the King Pawn by 23 f2-f4, provides a flight square for his King against mate threats on the last rank, and threatens to win a Pawn by 23 ... Sb7xc6 24 Rc3xc6 Re8xe5.

23 h2-h4

Marshall, alert to the danger, is willing to return the extra Pawn, if he can thereby disrupt Black's King-side Pawn position.

23 ... g5xb4

24 Rb7-e1

Rather than wait a slow death, Marshall decides to get his Rook back into active play, even at the cost of losing his Queen-side Pawns.

On 24 f2-f4 instead, the sequel might be: 24 ... h4-h3 (better than 24 ... Re8-e6 25 Rb1-c1, followed by 26 f4-f5) 25 g2-g3 (or 25 g2xh3 Kg8-h8!) 25 ... h3-h2+ 26 Kg1-h1 Re8-e8 27 Rb1-c1 Kg8-f8 28 f4-f5 Kf8-e8 29 e5-e6 (to prevent 29 ... Ke8-d7, attacking the Knight with these pieces)

29 ... f7xe6 30 f5xe6 Rd2-d6, and Black wins the helpless piece.

24 ... Re8-e7

Capablanca is never petty! Instead of picking up innocent Pawns, he goes after big game.

The attack on the Knight gains a tempo for the Rook, which is on the way over to g8, to take aim at the enemy King.

25 Re1-e1

## Ending 25

The Knight may not budge! If for example 25 Nc6xg7 Re6-g6 26 g2-g3 h4-h3 (threatens mate in three by 27 ... h3-h2+ 28 Kg1xh2 Rg6-h6+ 29 Kh2-g1 Rh6-h1 mate) 27 Kg1-h2 Rg2xf2+ 28 Kh2xh3 Bb7-d5! 29 g3-g4 Rf2-g2 30 Kh3-h4 Rg6xg4+ 31 Kh4-h3 Bc5-e6, and mate follows quickly.

25 ... Kc8-g7

Not at once 25 ... Re6-g6, as the reply 26 Nc6-e7+ wins the exchange for White.

26 b2-b4

Intending of course to defend the Knight by 27 b4-b5, and release the Rooks for active duty.

26 ... b6-b5

Puts an end to that little notion!

27 a2-a3 Re6-g6

This is the position:



Position after 27 ... Re6-g6

Marshall is running short of moves! If he tries 28 Nc6xa7 Rg6xg2+ 29 Kg1-f1 Rg2x:f2+ win quickly, or if he plays 28 Rc3-c5 (the only move by either Rook which does not lose the Knight) the reply

28 ... h4-h3, striking again at the Knight Pawn, is decisive. Or finally, if 28 f2-f3 (to interfere with the pressure of the Bishop)

28 ... Rg6xg2+ leads to quick mate.

28 Kg1-f1 Re6-a2!

29 Kf1-g1 h4-h3

The isolated doubled Pawns, usually a weakness, suddenly becomes ferocious!

30 g2-g3 a7-a6

A quiet little waiting move, which brings the opponent to a state of zugzwang. It is reminiscent of the famous 25 ... h7-h6 move by Nimzowitsch in his game against Samisch (The Golden Dozen, p. 8) which produced the same startling effect.

In both cases the opponent is tied up, but obliged to move by the rules of the game—and any move results in loss of some kind.

31 e6-e6 Rg6xe6

32 g3-g4

The Knight still may not move. For example, if 32 Nc6-d8 (or 32 Nc6-e4) there is a mate in three by 32 ... h3-h2+ 33 Kg1xh2 Re6-h6+ 34 Kh2-g1 Rh6-h1 mate.

32 ... Re6-h6

33 f2-f3

Marshall tries to close the Bishop's diagonal, but in doing so he exposes himself to other dangers. Had he played 33 g4-g5 instead, some pretty play would have followed. 33 ... h3-h2+ 34 Kg1-h1 (if 34 Kg1-g2 h2-h1xg2)+ 35 Rc1xh1 Bb7xc6+ 36 Rc3xc6 Rh6xc6,

and Black is a Rook ahead!

34 ... Rh6xc6 35 Rc3xc6 Ra2xf2

36 a3-a4 (trying for stalemate)

36 ... b5xa4 37 b4-b5 abxc5

38 g5-g6 h7xg6 39 Rc1-c2 Rf2-f6,  
and White can go home.

39 ... Rf6-f6

This is superior to the obvious

39 ... h3-h2+.

34 Nc6-e7 Rf6-d2

Doubled Rooks on the seventh  
rank—a dream position!

35 Ne7-f5+

For Marshall, there is always a  
flicker of hope in the most desper-  
ate position, and against the most  
implacable opponent.

The hasty reply 35 ... Kg7 f8  
loses by 36 Rc3 c6+ and mate in  
two more moves.

35 ... Kg7-f8

36 Nf5-h4 Kf8-g8

The Knight must be evicted to  
make a Rook check at g2 possible.

37 Nf4-f5 Rf2-g2+

38 Kg1-f1

On 38 Kg1-h1 instead, there is a  
mate in three, beginning with  
38 ... Rg2-h2+.

38 ... h3-h2

39 f3-f4+

The last despairing gasp! If Black  
replies 39 ... Kg5-f6 40 Rc3 c6+  
forces mate.

39 ... Kg8xh4

40 White Resigns

'An ending worth very careful  
study,' says Capablanca.

Napier put it succinctly, when he  
commented, 'The curious focus of  
Capablanca's forces, in maximum  
utility, charms and amazes.'

## GAME 26

White J. R. Capablanca

Black S. Kossics

First Match Game, Havana, 1919

### *Attroff Defense*

There are interesting aspects of  
Capablanca's style in this little  
known masterpiece.

I won't dwell on his infinite  
patience in exploiting a minute  
advantage, or his clever use of  
zwischenzug, or his fine handling of  
a Rook ending.

What particularly impresses me  
is his indifference to Pawn forma-

tions that would be regarded with  
horror by most masters. It was not  
the ragged look of the Pawn that  
counted with Capablanca, but the  
effect they exerted on his oppo-  
nent's position.

Thus at the 44th move of this  
game, Capablanca forces an ex-  
change of Knights that leaves him  
with an isolated Rook Pawn, and



doubled, isolated Pawns on the Bishop file.

To make up for this, one of his doubled Pawns gets a grip on the critical squares e6 and g6, a grip that turns out to have a decisive effect on the game.

The point is that Capablanca's plans are based on positional considerations, and moves that do not fit in with these plans amount to waste of valuable time.

1	e2-e4	e7-e5
2	Ng1-f3	Ng8-f6
3	Nf3xe5	c7-d6
4	Ne5-f3	Nf6xe4
5	Qd1-e2	

Introduced by Morphy (at the age of 13!) in his first encounter with a master (Lowenthal) and played successfully in the games Capablanca-Marshall and Lasker-Marshall at St. Petersburg in 1914, this move is stronger than 5 d2-d4 or 5 Nb1-c3.

It leads to an exchange of Queens and a simplified position, but Capablanca's opponents never had an easy time of it in a simplified position.

5	...	Qd8-e7
6	d2-c3	Ne4-f5
7	Bc1-g5	Qc7xe2+

Marshall tried 7 ... Bc8-e6 in both St. Petersburg games, but to no avail, as he lost both times.

It would be dangerous for Black to pursue the symmetry, as this could happen ... 7 ... Bc8-g4 8 Bg5xf6 Bg4xc3 9 Qc2xe2+ Bf6xe7 10 Bf6xe7, and White has won a piece.

8	Bf1xe2	Bf6-e7
9	Nb1-c3	Bc8-d7

Either this or 9 ... c7-d6 is necessary, to prevent 10 Nc3-b5.

10	0-0	
----	-----	--

Quite good, though Lasker won a fine game with 10 0-0-0 against Teichmann at Cambridge Springs in 1904.

10	...	0-0
11	Rf1-e1	Nb8-e6
12	d3-d4	Rf8-e8

Primarily to dispute control of the e-file, this also takes into account the threat of 13 Bc2-b5 and 14 d4-d5, which might be annoying.

13	Bc2-b5	a7-a6
14	Bb5-a4	b7-b5
15	Ba4-b3	Na6-e4
16	Ra1-e3	c7-c6
17	Ra1-e1	

Applies more pressure, which Black cannot alleviate by exchange, as after 17 ... Bc7-c6 18 Bg5xf6 Bdf6xf6 19 Nc3-e4 Bf6-e7 20 Ne4-c5 d6xc5 21 Re3xe7, and White will win a Pawn.

17	...	Kg8-f8
18	Bg5-f4	

Now the threat of winning a Pawn by 19 Re3xe7 Redxe7 20 Bf4xd6 will force the Queen Knight to retreat.

18	...	Na4-b7
19	b2-h3	

Prepares a flight-square for the Bishop against the threat of its being exchanged by 19 ... Nf6-h5.

and a flight square for the King against a threat of check on the back rank.

The last seems a remote possibility—until it suddenly happens!

19 ... h7-h8  
20 Bb4-h2 Be7-d8  
21 Ra3xe4+ Bd7xe8  
22 e2-e4

Having gained undisputed possession of the open King file, White turns to other matters, such as opening the position for his better developed pieces.

22 ... d6-e5  
23 Nc3-e4

To this Black may not reply 23 ... c5-e4, as Nd4xe5 wins an important center Pawn, while 23 ... Bc8-e7 succumbs to 24 d4xe5 d6xe5 25 Nd4xf6 Be7xf6 (or 25 ... g7xf6 26 Bb3-d5 Ra8a7 27 Bh2-b8 Ra7-a8 28 Bb8-r4 Ra8-a7 29 Bf4xh4+, and everything falls) 26 Bb3-d5 Ra8a7 27 Bh2-b8 Ra7-a8 28 Bb8-d6+ Nb7xd6 29 Bd5xe8, and White has won the exchange.

23 ... Nf6xe4

Expecting 24 Ra1xe4 in reply, when 24 ... c8-c4 shuts in the Bishop and improves his chances, but Capablanca, anticipating this possibility, throws a monkey wrench into the machinery by interposing a *zwickferzug*.

24 Bb3-d5! Ra8-a7  
25 Bd5xe4 Be8-e7

The Queen Pawn was in danger of loss.

26 a4xb5 a6xb5  
27 d4xc5 d6xc5  
28 Bh2-b8 Ra7-a8  
29 Bb5-g3 Ra8-a7  
30 Bg3-b8 Ra7-a8  
31 Bb8-g3

The repetition of moves is not a tact offer of a draw, but to gain time on the clock.

31 ... Re8-a7  
32 Nf3-e5

Threatens to remove an enemy Bishop by 33 Nd5-c6, leaving White with the advantage of the two Bishops.

32 ... Nb7-d8  
33 b2-b3 Nd8-e6  
34 Bb4-d5

Black must now guard against loss of a Pawn by 35 Nd5d7 followed by 36 Bd5xe6.

34 ... Ne6-d4  
35 c2-c3 Nd4-f5  
36 Bg3-h2 b5-b4  
37 g2-g4 Nf5-d6

The Knight's caracoling has taken him from b7 to d6 in five moves, whereas (a cynic might observe) he might have done the trip in one step.

38 c3-c4 Ra7-a3  
39 Re1-e3

Protects the Pawn and threatens 40 Bb5-c6 followed by 41 Bb6xc6, winning some material, e.g., if 41 ... Kf8xe8 in reply (on 41 ... Nd6xe8 42 Nd5-d7+ wins a piece) 42 Nd5-c6 Nd6-c8 43 Nc6e7

## Ending 26

Nc6e7 44 Bc2-d6 Ra3-a7  
45 Bd6xc5, after which White exchanges all the pieces and wins with his extra Pawn.

39 ... Nd6-c3

40 Bc5-b7 Nc8-a7

41 Bb7-d5 f7-f6

An instinctive thrust against the importunate Knight, but it creates holes which are later exploited by White.

42 Na5-f3 Na7-c6

## Ending 26

Position after 42 ... Na7-c6

Kozlov



Capablanca to move

Material is even, and Capablanca's positional advantage, if any, is minute. His Rook, bearing down on a center file, is more aggressively placed than Black's whose role seems to be a defensive one.

Capablanca's plan for the coming endgame is in line with his own

advice. 'The handling of the King becomes of paramount importance once the endgame stage is reached.'

After an exchange of Knights, to reduce the danger of attack, the King will march up the board to take a hand in the struggle.

The King is to be a fighting piece!

43 Nc3-b4

The Knight is on its way to f5, whence it can threaten 45 Nf5xe7 (but of course not 45 Bd6xc6 Bc6xc6 46 Nf5xe7, when 46 ... Ra3 a1+ is an unpleasant surprise) 45 ... Nc6xe7 46 Bc2-d6 Ra3-a7 47 Re3xe7 Ra7-a7 48 Bd6xc5 Bc6-g6 49 Bc5xb4 Kf8-e8 50 Bb4xe7 and wins—the mixture as before.

43 ... Nc6-d4

44 Nc4-f5! Nd4xf5

45 g4xf5

White's Pawns are doubled on the King Bishop file, but it is of small moment in view of the pressure exerted by the foremost Pawn, which cramps Black's game considerably.

45 ... Be6-d7

46 Bd5-e4 Ra3-e6

47 Re3-d3 Bd7-c6

48 Be4xc6 Ra6xc6

49 Kf1-g2 ✓

The King starts out along a white-squared highway, his ultimate destination being g6. Notice how Capablanca's advantage has increased in the last half-dozen moves. His Bishop, for example, has more

potential power than Black's, the latter being hampered by Pawns (all five of them!) occupying squares of the same colour as does the Bishop.

As Jerö Kapu puts it in *Die Weltmeister des Schachspiels*, 'White has the better Bishop, the better Rook, and the better King.'

49 ... Rc6-e6  
50 Kg3-f3 Ra8-a2  
51 Bb2-g3 Kf8-f7

A better fight might have been put up by 51 ... Ra2-a7, guarding his second rank against invasion, followed by 52 ... Kf8-f7 and 53 ... g7-g6, to do away with the annoying Pawn at f5.

52 Bg3-f4 Ra2-a3  
53 Bf4-e3

The Bishop is now beautifully centralized, it attacks two Pawns while protecting its own Bishop Pawn.

53 ... Ra3-a1  
54 Kf3-g4 Ra1-a7  
55 Kg4-h5

The King goes on his merry way,

55 ... Ke8-f7

'In chess, as in life,' says Tartakover, 'the right perception often comes too late.'

Black has set up a tight defence, and it's hard to see how White will break through, but Capablanca (like love) will find a way!

56 Rd3-d5 Ra7-a3

The natural defence 56 ... Ra7-c7 allows 57 h3-h4 58 e7-e8 59 Rd5-d8 58g-a7 59 Rd8-a8, and White dominates the situation.

57 Rd5-d7 Kf7-e8

Of course not 57 ... Ra3xb3 58 Be3xe5, and White wins a piece.

58 Rd7-d3 Ke8-f7

59 h3-h4 Ra3-a7

60 Ra3-d5 Ra7-a5

61 Rd5-d7 Kf7-e8

62 Rd7-d3 Ke8-f7

The King returns, as he must not allow 63 Kh5-g6, which could be fatal.

This is how things look:



Position after 62 ... Ke8-f7

63 Rd3-d5!

'Senior Capablanca has composed a Zugzwang Symphony,' says the enthusiastic Tartakover.

If now 63 ... Kf7-e8 64 Kh5-g6 wins easily, or if 63 ... Be7-f8 64 Rd5-d7+ 8-f8-e7 (or 64 ... Kf7-e8 65 Rd7-b7 followed by 66 Kh5-g6 65 Rd7-e7), and Black's King must give way, as a Rook move loses a piece after 68 Be3xc5.

63 ... Ra8-a3

## Game 27

64	Bc3xc5	Bc7xc5
65	Rd5xc5	Ra3xb3
66	Rc5-c7+	Kf7-f8
67	Kf5-g6	Rb3-f3

The forces are equal in number, but the aggressive position of White's King and Rook makes the win 'a matter of technique', and of this Capablanca has a considerable supply.

68	Rc7-f7+	Kf8-e8
69	Rf7xg7	Rc3-f4
70	b4-b5	Rd4xc4

Black can play to promote his Knight Pawn and switch to a Queen ending with 70 ... Rf4-g4+ 71 Kg6xf6 Rg4xg7 72 Kf8xg7 b4-b5 73 f5-f6 b3-b2 74 f6-f7+ Ke8-d7 75 f7-f8(Q) b2-b1(Q), but after 76-c4-c5, the win for White offers no problems.

71	Kg6xh6	Ke8-f8
----	--------	--------

Black tries to get closer to the passed Pawn.

72	Rg7-b7	Ro4-g4
----	--------	--------

On 72 ... Kf8-g8 instead, there comes 73 f2-f3 (to prevent being disturbed by a Rook check after Kf8-g8) and White follows with 74 Kh6-g6, Kg6-f6 (more was

threatened) 75 h5-h6, and Black can call it a day.

73	f2-f3!	Rg4-g5
----	--------	--------

The Rook must abandon the Pawn, as after 73 ... Rg4-f4 74 Kh6-g6 is fatal.

74	Rb7xb4	Kf8-f7
----	--------	--------

75	Rb4-g4!	
----	---------	--

A subtle maneuver which forces the release of White's King.

75	...	Rg5xf5
----	-----	--------

76	f3-f4	Rf5-c5
----	-------	--------

77	Rg4-g7+	Kf7-f8
----	---------	--------

78	Rg7-b7	f6-f5
----	--------	-------

79	Kh6-g6	Ra5-a6+
----	--------	---------

80	Kg6xf5	Ra6-a5+
----	--------	---------

81	Kf5-g4	Ra5-a6
----	--------	--------

82	Kg4-g6	Ra6-c6
----	--------	--------

83	f4-f5	Kf8-g8
----	-------	--------

84	f5-f6	Ra6-a1
----	-------	--------

85	Rb7-g7+	Kg8-f8
----	---------	--------

86	h5-h6	Black Resigns
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It is endings such as this one that inspired Reuben Fine to say in *The World's Great Chess Games*, 'The ending was Capablanca's forte; it is here that the passion for clarity is most frequently reflected.'

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## GAME 27

White: B. Kozlov

Black: J. R. Capablanca

Fourth Match Game, Havana, 1919

Queen's Pawn Opening

Capablanca's midgame strategy has a family resemblance to that in his

game against Janowsky (Game 24).

After allowing his Pawns to be

doubled on the Queen Knight file, Capablanca maneuvers his Queen Knight over to c4, where its forced removal opens new vistas for his Rooks.

His sudden shifting of the attack from one side of the board to the other throws Kostics off balance, and he finds himself drawn into an uncomfortable pin. In trying to escape from the pin, Kostics chooses a move that seems to be forced, only to discover that he has been lured into a lost endgame.

The ending, an unusual one, leaves Kostics altogether helpless against the threat of a decisive entry by Capablanca's King into his paralyzed Queen side position.

1	c2-d4	Ng2-f6
2	Ng1-c3	e7-e6
3	Bc1-g5	

This abandonment of the b Pawn is premature, and a no improvement on the customary 3 c2-c4.

3	...	e7-e6
---	-----	-------

The right response—attack on the center Pawn, as well as creating the possibility of continuing with ... Qd8-b6, with an attack on two Pawns.

4	e2-e3	Nb8-e6
5	c2-c3	Qd8-b6
6	Qd1-b3	d7-d6
7	Nb1-d2	Bc8-g7
8	Bf1-e2	e6xd4

At first glance unattractive, as it lets White reply 9 e3xd4 with a favourable Pawn position. But the capture, as Capablanca foresees, leaves a slight weakness at f4, which

he will exploit in the course of the game.

9	e3xd4
---	-------

"Had Kostics looked deeper into the position," says Bogolyubov, "he would have continued instead with 9 Qb3xb6 e7xb6 10 Nf3xd4" (threatens to invade by 10 Nd4-b6) 10 ... Nd6xd4 11 e3xd4."

"After Kostics misses the opportunity to rid the board of Black's Queen Knight, it swings over to c4, where its forced capture straightens out Black's Pawn position on the Queen side."

9	...	Bf8-d6
10	0-0	h7-h6!

This will compel the eventual exchange of the Bishop for a Knight, as the Bishop does not have the square f6 available for its escape.

11	Bg5-h4	Nf6-h5
12	Qc3xb6	e7xb6
13	Rf1-e1	g7-g6
14	Bh4-g3	

This enables Black to exchange and obtain what Pollock away back in 1894 called 'the two Bishop racket'.

Attempting to avoid the exchange by 14 Nf3-e5 instead would have this sequel: 14 ... Bc6xe5 15 d4xe5 (on 15 Bc2xh5 Bc5 14 was a piece) 15 ... Nh5-f4 16 Bh4-g3 Nc6xe5, and Black has won a Pawn.

14	...	Nh5-g3
15	h2xg3	f7-f6
16	g3-g4	

Kostics is anxious to prevent further

## Ending 27

expansion by 16... h6-h5.

16 ... Ke6 f7

17 Nf3-h2 Nd6-e5

18 Nh2-f1

But not 18 c3-c4, when

18... Bc6-b4 will cost White his c-Pawn.

18 ... b6-b5

19 a2-a3

Stops Black from undoubling his Pawns by 19... b5-b4, but creates a hole at his b2 square—a weakness which will prove fatal.

But how could Kotov have foreseen this in a position that looks as peaceful as a Constable landscape?

19 ... Na5-e4

20 Nd2xc4

Sooner or later this Knight, which interferes with the free movement of White's pieces, would have to be done away with.

20 ... b5xc4

21 Nf1-e2

The Knight does not seem to have any future at this square, but if it emerged at g3, in order to reach h5, the reply 21... Bc6g3 would leave White (after the capture) with tripled Pawns.

21 ... Ra8-a6

22 g2-g3 Ra6-b6

23 Re1-e2

Awkward-looking and reminiscent of a similar Rook move made by Paulsen against Morphy in the New York 1857 First American Chess Tournament, which gave Morphy the opportunity to execute his first brilliancy against a master player.

The alternative 23 Re1-b1 was less attractive, as Black could swing his Bishop over in a couple of moves to g6 and dispossess the Rook.

23 ... Rf6-e6

24 Bc2-f3 Re6-e5

25 Kg1-g2 Re5-b5

26 Re1-e2 Bc7-e8

27 Re2-d2 Kf7-g7

28 Bf3-d1 Bc8-g6

Black's pieces are well-placed, his threat of winning the Queen Knight Pawn by 29... Bg6-b1 being merely incidental to the general strategy, which will be devoted to tying White up so that he cannot stir.

29 Bc1-e4 Rb6-a6

30 Bc4-e2

## Ending 27

Position after 30 Bc4-e2

Capablanca to move



Kotov's

Black's advantage, the aggressive

position of his pieces, is a maximal one.

Capablanca manages to combine threats on the Queen side with an attack on the King-side, to keep his opponent busy. When the time is ripe for a coup de maître, he cleverly sacrifices a precious passed Pawn to bring the enemy camp into a state of zugzwang.

Capablanca's final threat of having his King wander calmly over to the Queen side to decide the issue, causes Kootics, whose game is all tied up, to panic and lose a piece.

30 ... Bg6xc2

31 Rd2xe2 Kg7-g6

Prepares for the break, sooner or later, by ... h6-h5 or ... f6-f5.

32 Rg2-e2 Rg6-b5

33 Na3-d1

This defence of the Pawn with a minor piece releases the Queen Rook from guard duty.

33 ... Bd6-f8

34 Ra2-e1 h6-h5

35 f2-f3

Black supports his g-Pawn (even at the cost of retaining a doubled Pawn) rather than play 35 g4xh5+, which would facilitate Black's Pawn advance by ... f6-f5.

35 ... h5xg4

36 f3xg4 f6-f5!

He goes there anyway!

37 g4xh5+

White exchanges with the hope of getting play for his Rook on the open file. But Black benefits too,

as his Rook can swing over to the King-side to support the Bishop Pawn, the spearhead in the attack.

37 ... e6xh5

38 Rb1-e1 Rb6-f6

Capablanca's two Pawns to one on the King-side prestage his obtaining a passed Pawn on that wing. On the other side of the board his three Pawns have no trouble containing the four of his opponent's.

39 Rc1-e2 Bf6-g5

40 Rg2-e6

'Beginning of the attack,' Tarrasch used to say.

40 ... Kg6-f7

41 Rg6-e1

And 'End of the attack.'

41 ... f5-g4

Keep your eye on this Pawn!

42 g3-g4 f4-g3+

Otherwise White blockades this Pawn by 43 Kg2-f3, followed if necessary by 44 Nd1-f2.

43 Kg2-f2

This is the picture on the board.



Position after 43 Kg2 f2



## Ending 27

43 ... Rf6-h6!

A brilliant sacrifice of a valuable Pawn!

44 Kf2xf3

White must take the Pawn, or run into difficulties. The situation abounds in interesting play, for example:

(a) 44 Rc2-c2 (to avoid loss of the Rook by 44 ... Rh6-h2+)

44 ... Rh6-h2+ 45 Kf2-c3 Bd6-f4+, and the Rook falls,

(b) 44 Rc2-c1 Bd6-f4 45 Re1-b1 Rh6-h3 (threatens 46 ... Bf4-g3+ 47 Kf2-g1 Rh3-h1 mate)

46 Re1-g1 Rb6-b6 47 Nd1-c3 Rb6-a6 48 Rb1-a1 (on 48 Na3-c1 Re6-a2+ 49 Kf2-f1 Rh3-h2 follow by 50 ... Bf4-d2 ends the struggle) 48 ... Rh3-h2+

49 Kf2xf3 (on 49 Kf2-f1, f3-f2 is a pretty Pawn fork winning a Rook) 49 ... Bf4xe3 50 Re1xe3 Rh2-h3+ 51 Rg1-g3 Re6xe3+ 52 Kf3xe3 Rh2xg3+, wins a Rook and the game.

(c) 44 Rc2-c1 Bd6-f4 45 Nd1-e3 Rb5xb2+ 46 Ne3-c2 (the best of a bad lot, as 46 Kf2xf3 is penalized by 46 ... Re6-h3 mate, as is 46 Kf2-e1 by 46 ... Rh6-h1, while 46 Kf2-g1 succumbs to 46 ... Bf4xe3+ 47 Re1xe3 Rh2-g2+ and mate next, and finally 46 Rb1-c2 loses a Rook after 46 ... Bf4xe3+) 46 ... Bf4xc1 47 Re1xc1 Rh6-h2+, and Black winds up a Rook ahead.

44 ... Rh6-h3+

45 Kf3-e2

Other moves lose the Rook, but this

lets White interpose the Knight in response to a check.

45 ... Rh3-h2+

46 Nd1-f2 Bd6-g3

Capablanca immediately applies more pressure to the pin.

47 Re1-f1

This natural move, which preserves the Queen Knight Pawn against loss, after an exchange of pieces—loses!

The saving move, according to Selaznik, was 47 Ke2-f1! (giving up the Queen Knight Pawn) after which the play might go thus: 47 ... Rh2xf2+ 48 Rc2xf2+ Bg3xf2 49 Kf1xf2 Rb6xb2+ 50 Re1-e2 Rb2-b3 (exchanging Rooks leads to a draw) 51 Re2-e5 Rb3xe3 52 Re5xd5 Rc3xe3 53 Rd5-c5, and White draws easily.

47 ... Rb6-b6

48 Ke2-f3 Bg3-h4

49 Kf3-e2 Rb6-b6

50 Ke2-e3

There is no breaking loose from the pin, as all of White's pieces are needed to defend the Knight.

50 ... b7-b5!

51 Rc2-d2

White is in the frustrating situation of being a Pawn ahead, but helpless to benefit by it, as he cannot disentangle his pieces.

51 ... Kf7-e7

Capablanca's intention, if White continues to make waiting moves, is to march his King down to e4, exchange all the pieces at f2, and then win by ... Kc3 followed by rook

ing the all-important Queen Knight Pawn.

52 b3-b4

Desperation! If Black does not capture en passant ...

52 ... e4xb3 en passant

... but he does!

53 Nf2-d3

The last dying effort! Perhaps

Capablanca may falter, and capture the wrong Rook.

53 ... Rh2xd2

54 White Resigns.

Kostic does not wait for 54 Rf1xf6

Rd2xd3+ 55 Kc3xd3 Ke7xf6

56 Kd3 d2 Bh4-e1+ 57 Kd2-d3

b3-b2 48 Kd3-c2 Bc1ac3 and wins.

## GAME 28

White J. R. Capablanca

Black F. D. Yates

Hastings, 1919

*Ruy López*

Early in the game, Capablanca sacrifices material for position. He gives up a Rook for a Bishop and Pawn, in order to attain mastery of the white squares.

Thanks to his beautifully centralized pieces, Capablanca is able to strip off Pawns almost at will and to acquire two passed Pawns in the middle of the board.

Yates fights back (as he always does) but Capablanca, inexorable as Fate itself, will not be denied the victory.

The whole game, from 1 e2-e4 to 61 Bf6-e4, is a positional masterpiece on a grand scale.

1	e2-e4	e7-e5
2	Ng1-f3	Nb8-c6
3	Bf1-b5	a7-a6
4	Bb5-a4	Ng8-f6
5	0-0	Bf6-e7
6	Rf1-e1	b7-b5

7 Bc4-b3 d7-d6

8 e2-e3 Ne6-e5

9 Bb3-c2 c7-c5

10 d2-d4 Qc8-c7

11 Nb1-d2 Bc8-g4

The safer procedure was

11 ... c5xd4 12 c3xd4 Ne5-c6, to bring the Knight back towards the center, but Yates, well-versed in the intricacies of the Ruy, tries an experiment.

12 d4-d5 g7-g5

Dangerous play, as it weakens the square f6, and breaks up his King-side Pawn position, thus rendering castling on that side (for practical purposes) impossible.

Such risky looking attempts at attack could hardly succeed against a Capablanca.

13 Nd2-f1 b7-b6

14 Nf1-g3 Re8-d8

## Ending 28

Having begun operations on the King-side, Black should have continued in attacking vein there by 14 ... Nf6 h5.

15 a2-e4! b5-b4

This prevents White from opening up the a-file by 16 a4xb5, but relinquishes control of e4, another important white square, which Capablanca will appropriate for his own full design.

16 c3xb4 cb4-b4

17 Bc2-c3 Bg4-c8

18 Be1-e3 Nf6-g4

19 Ra1-c1 Qc7-b8

20 Be3-c2 Qb8-b6

21 Qd1-e2

Begins an attractive positional combination, which Capablanca preferred to the stolid, unregrettable protection of the f-Pawn by 21 Ra1-e2.

Capablanca saw that he would have to sacrifice the exchange as a result of his 21 Qd1-e2 move, but he relied on getting adequate compensation in the strong placing of his pieces.

21 ... Na5-b3

22 Rc1-c6 Qb6-a6

23 Bf3xb6! Be8-d7

24 Ba6-b5! Bd7xc6

25 Bb5xc6+ Ke6-f6

26 Qc2-c4

'Going after the Queen Knight Pawns,' says a contemporary writer, 'which is so weak that its fall can only be a question of time.'

The Pawn does seem marked for doom. Strangely enough—well, we'll see later!

26 ... Nb3xd2

27 Nf3xd2 Qa6-a7

28 Qc4-e2 h6-h5

29 Ng3-f5 Be7-f6

30 Nd2-c4 Qc7-c6

31 b2-b3 Ng4-h6

32 Nf5xb6 Rb8xb6

33 Qc2-c3! Rd8-c8

## Ending 28

Position after 23 ... Ra8-c8

White



Capablanca to move

Capablanca's superior position, and the potential power of his passed Pawn more than compensate him for the loss (by sacrifice) of the exchange.

Black's pieces are awkwardly placed and after the inevitable exchange of Queens, they will have trouble defending the weak Pawns.

Capablanca begins by forcing the Queens off the board.

## 34 Re1-c1!

Threatens to win a Pawn by  
35 Nc4xe5 Qc5xe3 36 Ne5 d7+,  
and 37 f2xe3. There seems to be no  
way for Black to prevent loss of a  
Pawn. For example if

(a) 34 ... Kf8-e7 35 Nc4-b6  
Qc5xe3 36 Nd5xc6+, wins the  
exchange,

(b) 34 ... Kf8-g7 35 Qc3xc5  
d8xc5 36 Nc4-d6 followed by  
37 Nd5-f5+ wins the exchange,

(c) 34 ... Kf8-g8 35 Qc3xc5  
d8xc5 36 Nc4-d6 Rc8-d8  
37 Nd5-f5 followed by 38 Rc1xc5  
wins a Pawn,

(d) 34 ... Qc5xe3 35 Nc4xe3  
Bd8-d6 36 Rc1-c4 Bc6-a5  
37 Na3-c2 Rc8-b8 38 Bc6-b5, and  
White wins the b-Pawn...

34 ... Bf6-d8  
35 Qc3xc5 d8xc5  
36 Nc4xe3

One Pawn falls, and the other (at  
c5) cannot be saved. If

36 ... Bd8-e7 37 Ne5 d7+ does  
the trick,

36 ... Kf8-e7  
37 Rc1xc6 f7-f5

This does more harm than good, but  
good moves are scarce.

38 Rc5-e4 Bd8-e5

If 38 ... f5xe4 39 Rc4xe4, and  
the b-Pawn cannot be saved. There  
is a threat of winning the Rook by  
discovered check, and if  
39 ... Ke7-f6 (to attack the  
Knight and tie the Rook down to  
its defence) 40 Ne5-d7+ followed  
by 41 Re4xb4 removes the Pawn,

while 39 ... Ke7-d6 allows  
40 Ne5-f7+, which is even worse.

## 39 Bc6-b5!

Practically forces the exchange of  
Rooks, as after 39 ... Rcb-a8  
40 Ne5-c6+ Ke7-f7 (but not  
40 ... Ke7-d6 41 Nc6xe5 Rb8xe5  
42 Rc4-c6+ winning a Rook)  
41 e4-e5, and the rest is easy sailing.

39 ... Rcb-a8

40 Ne5xc6

The Knight recaptures with an  
attack on the Bishop—a gain of  
tempo which enables White to  
secure two connected passed Pawns  
in the center...

40 ... Bc6-e7

41 e4-e5

The threat of 42 d5-d6+ forces the  
Bishop to lose another move.

41 ... Bc7-b8

42 Nc5-e3

Attacks and wins another Pawn—  
again with gain of tempo, as the  
Pawn will be captured either with  
check or with an attack on the  
Rook.

42 ... Rh6-h7

43 Ne3xf5+ Ke7-f7

44 e5-e6+ Kf7-f8

45 e6-e7 Rh7xe7

An unfortunate necessity, as the  
Pawn had to be halted.

46 Nf5xe7 Kf8xe7

47 g2-g3 Bb8-c7

48 Kg1-g2 Ke7-d8

49 Bb5-a6

White's next few moves are decided

## Game 29

to simplifying the position on the Kingside.

49	...	h5-h4
50	Ba6-f7	Kd8-e5
51	Kg7-h3	Bc7-d8
52	Kh3-g4	h4xg3
53	f2xg3	Ke5-f6
54	g7-e6	Kf6-g6
55	d5-e6	Kg6-f6
56	Ba6-f5	Bd6-b8
57	d6-d7	Bb6-d8
58	h3-h4	g5xh4
59	g3xh4	Bd8-e7
60	h4-h5	Kf6-g7

## 61 Bf5-e4 Black Resigns

The rest is easy enough. If

61 ... Kg7-h6 62 Kg4-f5 Bc7-d8 (or 62 ... Kh6xh5 63 Kf5-f6 Bc7-d8+ 64 Kf6-f7, and Black will have to give up his Bishop for the Queen Pawn) 63 Kf5-e6 Kh6-g7 64 h5-h6+ Kg7-f8 65 h6-h7 Kf8-g7 66 h7xB1Q+ Kg7xh8 67 Ke6-f7, and White wins.

Strange that Black's Queen Knight Pawn, whose demise was predicted at the 26th move, was the only one of Black's eight Pawns to survive!

## GAME 29

White W. Winter  
Black J. R. Capablanca  
Hastings, 1919

### Four Knights Game

Right from the very beginning, Capablanca creates an amusing situation rarely seen in actual play. He shuts an enemy Bishop out of the game—renders it hors de combat—so it cannot take any part in the subsequent action.

This amounts to his being a piece ahead, but the game still needs winning. And the smooth, efficient way in which Capablanca does so is worthy of our attention and admiration.

1	e2-e4	e7-e5
2	Ng1-c3	Nb8-c6
3	Nb1-c3	Ng8-f6
4	Bf1-b5	Bf8-h4

Simple and strong. The Rubinstein line 4 ... Nc6-d4 is at least equally good, and introduces wild complications into an opening that is often tame and symmetrical.

While Capablanca had no trouble handling wild complications, he never went out of his way to introduce them.

5 0-0 0-0

6 Bb5xc6

The customary play is 6 d2-c3 d7-d6 7 Bc1-g5 with strong pressure, continued imitation of White's move being fatal, thus:

7 ... Bc8-g4 8 Nc3-d5 Nc6-d4 9 Nd5xb4 Nd4xb5 10 Nb4-d5

Nb5-d4 11 Qd1-d2 Qxh5-e7  
 12 Bg5xf6 Bg4xf3 13 Nd5-e7+  
 Kg8-h8 14 Bf6ag7+, and mate  
 follows in two more moves.

6 ... d7xe6  
 7 d2-d3 Bb4-d6  
 8 Bc1-g5

The proper strategy, indicated by Capablanca, was to play B h2-h3, followed in due time by g2-g4, and then the posting of the Queen Knight at f5 by way of e2 and g3. After an eventual f2-f4, White can launch an attack on the King.

9 ... h7-h6  
 9 Bg5-h4 e6-e5

A deceptively strong move! It creates a strong point at d4, meanwhile preventing White from advancing his d-Pawn.

The fact that it relinquishes control of d5 misleads Winter completely, who must have thought that he had caught Capablanca napping.

So he leaped in with ...

10 Nc3-d5

'White falls into the trap,' says Capablanca. 'Only lack of experience can account for this move. White should have considered that a player of my experience and strength could never have allowed such a move if it were good.'

This might seem like a conceited remark, except for the fact that Capablanca was not conceited. He knew his own strength, and did not believe in false modesty.

Nothing can detract from the fact that Capablanca's comment contains a great deal of practical wisdom.

10 ... g7-g5!  
 11 Nd5xf6+

The tempting 11 Nf3ag5 costs White a piece after the reply 11 ... Nf6ed5. If White still persists and tries for country play by 12 Qd1-h5, the continuation 12 ... h8g5 13 Bc4xg5 Bc6-e7 14 Bg5-h6 Nd5-f4, ends the demonstration.

11 ... Qd8xf6  
 12 Bb4-g3 Bc6-g4

This completes the blockade of the King's wing, which Capablanca had planned.

White's Bishop can come into active play in the game only at great cost in material.

13 h2-h3

## Ending 29

Position after 13 h2-h3

Capablanca to move



White

Capablanca's plan, like all truly great schemes, is simple in essence.

Being for practical purposes a Bishop ahead, he will reduce the number of pieces on the board, and then transfer the action to the Queen-side. There he will effect a breakthrough with his Pawns in order to acquire a passed Pawn.

The passed Pawn should cost the file of one of the enemy Rooks.

13 ... .. Bg4x13

14 Qd1fx13 Qf6x13

15 g2x13 f7-f6

Adds a link to the chain of Pawns imprisoning White's Bishop.

Black's Bishop is also hemmed in, but the condition is only temporary.

16 Kg1-g2

White might have offered more resistance with this continuation: 16 c2-c3 Rb8-d8 17 Rf1-d1 Rd8-d7 18 Rd1-d2 Rf6-d6 19 Ra1-e1 Kxg8 f7 20 d3-d4 e5xd4 21 c3xc4 Bb5xg3 22 f2xg3 Rd7xd4, though Black should still win the ending.

16 ... .. a7-a6

17 a2-a4 Kg8 f7

18 Rf1-h1 Kf7-e6

19 h3-h4 Rf6-gg1

I love this move! It seems almost contemptuous of any efforts White might make to whip up an attack on the King-side. Apparently nothing on that side even interests Black at this time!

20 h4xg5 h6xg5

21 h2-h3

No relief is offered in 21 c2-c4, when Black will force open the b-file by 21 ... c7-c6 and 22 b7-b5.

21 ... .. c7-c6

22 Ra1-a2 b7-b5

23 Rh1-a1 c5-c4!

This offer of a Pawn is perfectly safe, as Black can always get the Pawn back by ... Rb5-b4.

24 a4xb5 c4xb3

25 c2xb3

This looks meek, but the impetuous 25 Ra2xa5 loses on the spot by 25 ... Ra8xa5 26 Ra1xa5 b3-b2, and the Pawn promotes to a Queen next move.

25 ... .. Rb5xb5

26 Ra2-a4

On 26 Ra1-b1, a5-a4 followed by 27 ... a4-a3 and 28 ... Ra3-b3 is decisive.

26 ... .. Rb5xb3

27 d3-d4 Rb3-b5

28 Ra4-c4 Rb5-b4

29 Rd4xe6

Or 29 Rd4xb4 Bb5xb4 30 d4xe5 f6xg5 31 Ra1-c1 c5-c5, and the rest plays itself.

29 ... .. Rb4xb4

30 White Resigns

The rest could go like this:

30 Rb5-c2 a5-a4 31 Rc2a2 a4-a3

32 Kg2-f1 Ra8-b8 33 Kf1-e2

Rb8-b2+ 34 Ra2xb2 a3xb2

35 Ra1-b1 Bb6-a3 (protects the key Pawn) 36 Ke2-e3 Rd4-c4

37 Ke3-d2 Rc4-c1, and Black wins. White falls into error on his 10th move, after which his position crumbles away before the logical strategy of the Cuban master (The Chess Amateur).

## GAME 30

White J. R. Capablanca

Black A. G. Condi

Hastings, 1919

Ray López

Condi, like many other masters, has been lulled into a false sense of security, by what seemed to be smooth sailing.

In a Pawn ending, the players have reached an impasse, where Capablanca's King dare not penetrate enemy territory, and Condi's King (by the laws of chess) may not do so.

It is Capablanca who effects a remarkable breakthrough by a sacrifice (a sacrifice of a Pawn on one side of the board, followed by some exchanges of Pawns on the other).

Suddenly, and seemingly out of thin air, two potted Pawns make their appearance—for enough apart from each other to make it impossible for one King alone to hold both of them back.

1	e2-e4	e7-e5
2	Ng1-f3	Nb8-c6
3	Bf1-b5	a7-a6
4	Bb5-a4	Ng8-f6
5	Q-Q	d7-d6

This delayed form of the Steinitz Defence makes for an interesting change from the routine lines, such as 5... Nf6xe4—the Open Game, where Black plays for counter-attack—or 5... Bf8-e7, the Strong Point (or Tichigorni) line, where Black's object is to maintain the point e5.

6	Ba4xc6+
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Though most authorities do not recommend the exchange of a strong Bishop for a Knight, Capablanca, who never sought guidance from the books, but followed his own instincts and judgment, selects the move which maintains the initiative.

6	...	b7xc6
7	d2-d4	

Again hits the nail on the head. Less vigorous measures allow Black to work up a counter-attack, thus: 7 Nb1-c3 Bc8-g4 8 d2-d3 Bf8-e7 9 Nc3-e2 Qd8-c8 10 Ne2-g3 h7-h5, and Black has the edge.

7	...	e6xd4
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Gives up the center, but what else is there? It:

(a) 7... Nf6xe4 8 Qd1-e2 f7-e5 9 d4xe5 d8-d5 10 Rf1-d1 c8-c5 11 c2-c4 c7-c6 (but not 11... d5-d4 12 b2-b4 followed by 13 Bc1-b2) 12 Nb1-c3 Bf8-e7, and White has the better game.

(b) 7... Bc8-g4 8 d4xe5 Nf6xe4 9 e6xd6 Bf8xd6 10 Qd1-e2 f7-f6 11 Nb1-d2 0-0 12 Nd2xe4 f5xe4 13 Qa2-c4+, and again White's game is preferable.

8	Nf3xd4	Bc8-d7
9	Nb1-c3	

A good aggressive alternative is 9 Qd1-f3, with the threat of 10 e4-e5.

9	...	Bf8-e7
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## Ending 30

- 10 Bc1-g5 0-0  
 11 Qd1-d3 Rf6-e6  
 12 Rf1-e1 h7-h6  
 13 Bg5-h4 c6-c5  
 14 Nd4-f5

Knights posted at this square are rarely permitted to live long, but in giving up their files they dispose of potentially-powerful Bishops.

- 14 ... Bd7xf5  
 15 e4xf5

In this case, Capablanca secures another advantage—the advanced Pawn acts as a wedge in the enemy position.

- 15 ... Qe8-d7  
 16 h2-h3 e6-e5  
 17 Re1-e3 Nf6-h7  
 18 Bh4xe7 Re8xe7  
 19 Re3xe7 Qd7xe7  
 20 Nc3-d5 Qe7-d7  
 21 Ra1-e1 Ra8-e8  
 22 Re1xe8+ Qd7xe8  
 23 Qd3-e3 Qe8-d7

## Ending 30

Position after 23 ... Qe8-d7

Condi



Capablanca to move

White's Pawn structure, consisting of two Pawn islands (as Capablanca called them) against the three of his opponent's, offer him a positional advantage.

In order to reap the most benefit from this circumstance, the position must be simplified, preferably to a Pawn ending.

Capablanca begins by forcing an exchange of Queens

- 24 Qe3-e7! Qd7xe7

Black has no reasonable alternative as 24... Qd7xf5 loses the Queen by 25 Qe7-e8+ Nh7-f8 26 Nd5-e7+, while 24... Qd7-e4 is even worse, the sequel being 25 Qe7-d8+ Nh7-f8 26 Nd5-e7+ Kg8-h7 27 Qe8xf8 h6-h5 28 Qf8-g8+ Kh7-h6 29 Qg8-h8+ Kh8-g8 30 Qe8xg7+ Kg8-f4 31 Qg7-g3+ Kf4-e4 32 Qg3-e3 mate.

25 Nd5xe7+ Kg8-f8

26 Nc7-d5 Kf8-e8

Rather than lose his Rook Pawn, allowing White a passed Pawn on that file, Cordic decides to give up the Bishop Pawn in one, and get his King into play. Against 26 ... c7-c6, White could continue with 27 Nd5-b6 (threatening to win a Pawn by 28 Nb6-c4) 27 ... Kf8-a7 Ion 27 ... d5-d6 28 Nb6-d7+ wins a Pawn) 28 Nb6-c4 a5-a4 29 Nc4-b6 and the Rook Pawn is lost.

27 Ndbac7+ Ke8-d7

28 Nc7-d5 Ke7-e6

29 a2-a4 Nf7-d6

Black offers an exchange of Knights, hoping thereby to build up an impregnable Pawn position. This seems preferable to 29 ... Nh7-g5, when 30 f2-f3 leaves the Knight without a future.

30 Nd5xc6 g7xh6

31 a3-a4!

A subtle preparatory move, whose purpose will be evident later.

31 ... d6-d5

32 b2-b3 d5-d4

Strange that Black, who has the passed Pawn, is the one who loses!

33 f2-f4

This shuts the enemy King out, confining his activities to the first three ranks.

33 ... Kd6-d6

34 g2-g4 Kd6-e7

35 Kg1-f2 Ke7-d6

36 Kf3-f3 Kd6-e7

It is not yet clear how White will force anything, as his King may not

stray too far from the passed Pawn.

Despite this obstacle in his path, Capablanca manages to create within a few moves two passed Pawns, one on each side of the board.

37 Kf3-e4 Ke7-d6

38 h3-h4 Kd6-d7

This is the situation



Position after 38 ... Kd6-d7

39 b3-b4!

A surprise breakthrough!

39 ... a5xb4

The Pawn must be captured, and this way of taking it is clearly better than 39 ... c5xb4, and 40 Kefxd4 in reply leaves Black without any counterplay, as his passed Pawn poses no threat.

Black on the other hand would have to worry about White's passed Pawn, as well as the possibility of his acquiring another one by g4-g5 and g5-g6.

40 a4-a5 Kd7-c7

41 g4-g5 f6ag5

42 f4ag5 h6ag5

43 h4ag5 b4-b3

## Game 31

44 Ke4 d3      Kc7-d7  
45 g5-g6      f7xg6  
46 f5xg6      Black Resigns

Black's King cannot be in two places

at the same time to head off the passed Pawns. Contrariwise, White's King has no such problems, as he can cope with the passed Pawns that are so close to each other.

## GAME 31

White J. R. Capablanca  
Black T. Garmann, D. Miller, and  
W. Skalkott  
Simultaneous, London, 1920

### Queen's Gambit Declined

This is a typical Capablanca game in that its outward appearance of classic simplicity conceals inner workings of handish ingenuity.

Capablanca fashions a win from slender material. He obtains a minute advantage in the opening, and with a fine sense of continuity carries it through to the midgame and then into the ending.

In that stage, his King is closer to the center than that of his opponent, and his Rook is the more active one. This may not seem to be much, but it is enough for Capablanca, who fixes his sights on a Pawn, surrounds it, and then removes it from the board.

Once he is a Pawn ahead, and the road cleared for the advance of a passed Pawn, the rest is child's play for Capablanca, though the finishing touch—the luring away of a pursuing Rook—deserves mention.

All this is done smoothly and effortlessly, as though Capablanca were demonstrating a composed ending whose terms were "White to play and win."

1    d2-d4      d7-d5  
2    c2-c4      e7-e6  
3    Ng1-f3      Ng8-f6  
4    Bc1-g5      Nb8-d7  
5    e2-e3      Bf8-e7  
6    Nb1-c3      a7-a6

Black aims at getting active counterplay by continuing with 7... d5xc4  
8 Bf1xc4 b7-b5 9 Bc4-d3 c7-c5  
7    Qd1-c2      0-0  
8    Ra1-c1

White prepares to assume control of the Bishop file, which is bound to become an open file with the exchange of the center Pawns.

8    ...      d5xc4  
9    Bf1xc4      b7-b5  
10    Bc4-d3      Bc6-b7  
11    a2-a4!

This attack weakens Black's Pawn structure on the Queen-side, and makes it difficult for him to get in the freeing move ... c7-c5.

11    ...      b5-b4

12 **Bg5xf6?**

This is much better than 12 **Nc3-e4** **Nf6xe4** 13 **Bg5xe7** **Qd8xe7** 14 **Bd3xe4** **Bb7xe4** 15 **Qc2xe4** **c7-c5**, and Black has survived the opening perils.

12 ... **Na7xf6**

13 **Nc3-e4**

Now the tactical threat of winning a Pawn by 14 **Na4xd5+** **Ba7xf6** 15 **Bd3xh7+**, or the strategic one of securing a powerful grip on the position by 14 **Na4-c5**, forces more exchanges.

13 ... **Bb7xe4**

14 **Bd3xe4** **Nf6xe4**

Again forced, as after 14 ... **Ra8-b8**, the retreat 15 **Bef1-d3** wins a Pawn.

Or if 14 ... **Ra8-e7** (to save the Bishop Pawn) 15 **Nf3-e5** **Nf6xe4** 16 **Ne5-c6** **Qd8-e8** (what else is there, with everything as prize?) 17 **Nc6e7+** **Rg8-h8** 18 **Ne7-c6**, and White wins the exchange.

15 **Qc2xe4** **c7-c5**

No matter what the consequences, Black must advance this Pawn. Any delay allows White to play 16 **Qe4-c6**, with unremitting pressure.

16 **d4xc5** **Qd8-e6**

17 **b2-b3?**

Capablanca stays clear of such transparent traps as 17 **Qe4-c2** **Ra8-c8** 18 **c5-c6** **b4-b3+** 19 **Qc3-d2** **Ba7-b4**, and White must interpose his Rook and lose the exchange.

The text move avoids complications, and leads to a slightly superior ending.

17 ... **Ba7xe6**

18 **Nf3-g5**

The threat of instant mate is incidental to the real purpose of this move and the next, which is to compel Black to weaken the Pawn structure of his Kingside.

Eagle-eyed connoisseurs of master play will no doubt note that the position at this point is almost identical with that which occurred in the famous Capablanca-Schroeder game, played at New York in 1916 (*The Golden Dozen*, p. 301).

They continue in completely different vein, though, so that Capablanca has the distinction of having produced two masterpieces from the same midgame position.

18 .. **g7-g6**

19 **Qe4-h4** **h7-h5**

20 **Ng5-e4**

The plausible attempt to break up the Kingside by a Pawn attack is met by: 20 **g2-g4** **Bc5-e7** (pins the Knight) 21 **f2-f4** **Ba7ag5** (and removes it) 22 **fxg5** **h5xg4** 23 **Qh4xg4** **Qd5-d5!**, and Black has wrested the initiative.

20 ... **Rf8-c8**

21 **Qe4-g5?**

Protects the King Pawn, and attacks the Bishop a third time. This will force an exchange of Queens, and a simplifying of the position to White's advantage.

21 ... **Bc5-b6**

22 **Qg5xe6** **Bb6xe6**

If 22 ... **Rc8xc1+** 23 **Ke1-d2**

Bb6xe5 24 Rh1xc1, and White is in undisputed control of the e-file.

# Ending 31

Position after 23 ... Bb6xe5

After



Capablanca to move

White's only advantage for the coming endgame is the position of his King, which is centralized and ready to take part in the action.

Capablanca's plan involves seizing control of the e-file, with a view to attacking the vulnerable Pawn. With its fall, the way would be clear for the advance of his own a-Pawn.

23 Ke1-e2!

There are always threats against exposed (unprotected) pieces in innocent looking positions. The stranded Bishop in this case is a likely candidate for abduction.

One possibility (even if White's move) is this- 24 Ne4-d6 Rd8-d8 (to control one of the open files)

25 Nd6-b7 (attacks Rook and Bishop) 26 ... Rd8-d5 26 e3-e4 (attacks the defender of the Bishop)

26 ... Rd5-e5 27 f2-f4 Re5xc4+

28 Ke2-f3, and White wins a piece

23 ... Bb6-d8

24 Ne4-d6 Rg8-e7

25 Re1-e4 Re7-d7

Yields the Bishop file, in preference to this possibility:

25 ... Rc7xc4 26 Nd6xc4 Kg8-f8

27 Rh1-d1 Kh6-e7 28 f2-f4, and

White has all the play.

26 Nd6-e4 Bc6-e7

27 Rh1-d1

Naturally, Capablanca does not snap at the Pawn by 27 Rofxb4, when 27 ... f7-f5 (but not 27 ... Be7xb4 28 Ne4-f6+ regaining the Rook) winning a piece for Black is the penalty.

27 ... Rd7xd1

On 27 ... Rd8-d8 28 Rd1xd7

Rd8xd7 29 Rofxb4 wins a Pawn

for White, as 29 ... f7-f5 is countered by 30 Rb4-b8+.

28 Ke2xd1 Rd8-d8+

29 Ke1-e2 Rg8-d8

30 Re4-e5 a6-e5

If Black defends the Pawn by 30 ... Rd5-a5 (a bad spot for a Rook) the reply 31 Ne4-d2 followed by 32 Nd2-c4 defeats the Rook and wins the Pawn.

This is the position:



Position after 36... a6-a6

White now has a fixed target in the a-Pawn. He can attack the Pawn with Rook and Knight, and Black can defend it with Rook and Bishop.

So far—honours even. But if one of the defending pieces is driven off, why then the Pawn can be captured.

31 Ne4-d2 Kg8-g7  
 32 Nd2-c4 Bb7-d8  
 33 a3-a4 Rd5-d4

The Rook must abandon the fourth rank and the defence of the Pawn. If the Rook moves to g5, stubbornly refusing to leave the rank, then 34 g2-g3 threatens Black with the loss of a whole Rook by 35 f2-f4 Rg5-g4 36 Ke2-f3 followed by 37 h2-h3  
 34 f2-f3 Rd4-d7  
 35 Rd6-a6 Kg7-g6

On 35... Rd7-c7, White would hardly be lured into hastily capturing the Pawn by 36 Ra6xa6, when there would follow

36... Rc7xc4 37 Ra5-a8  
 Rb4-d4, nor by 36 Nd4xa6, when  
 36... Rc7-c3 37 Na6-c6  
 Bb8-c7 offers Black counterplay.  
 White's response on  
 35 Rd7-c7 would simply be  
 36 Ra6-a8!, and the Pawn falls next move.

36 Nd4xa6 Bb8xa6

Black exchanges, as a Rook ending offers drawing chances, even with a Pawn minus.

37 Ra6xa6 Rd7-d4

Protecting the Knight Pawn by 37... Rd7-b7 succumbs to  
 38 Ra6-b6 Rb7xb6 39 a4xb6  
 Kf6-e6 40 Ke2-d3 followed by  
 41 Kd3-c4, and another Pawn bites the dust.

38 Rv5-b6 a6-a5

On 38... Kf6-e7 39 Ka2-c3 dislodges the Rook and wins the Knight Pawn.

39 a4-a5 Kf6-a6  
 40 a5-a6 Rd4-d6

Or 40... Rd6-d7 (to head off the Pawn) 41 Rb5-b6+ Ke6-c7  
 42 Rb6-b7 Ke7-d8 43 Rb7xd7+, and the Pawn will promote to a Queen.

41 a6-a7

How to stop the Pawn? Since  
 41... Rd6-d8 is circumvented by  
 42 Rb5-b6, Black's only feasible try is to get the Rook behind the Pawn, and stop its mad rush to the last square.

41... Rd6-a6

But Capablanca has an elegant reply to that move!

## GAME 32

White Em. Lasker

Black J. R. Capablanca

Tenth Match Game, Havana, 1921

*Queen's Gambit Declined*

Capablanca's play is a model of clarity and logic in a game that is rich in beautiful, instructive situations.

After some simplification (brought on by Lasker!) Capablanca assumes the offensive, posts his pawns on strikingly effective squares, and drives Lasker's forces further and further back. After nonchalantly disregarding a trap set by the wily Lasker, Capablanca wins a Pawn and thereafter the game in an ending characterized by extraordinary precision and beauty.

Lasker commenced, with admirable objectivity, that Capablanca's play from the 24th move on was enchanting.

1	d3-e4	d7-e5
2	e2-e4	e7-e6
3	Nb1-c3	Ng8-f6
4	Bc1-g5	Bf8-e7
5	e2-e3	0-0
6	Ng1-f3	Nb8-d7
7	Qd1-e2	e7-e5!

Energetic and a better way for Black to free his game than the cautious 7 ... c7-e5 or the passive 7 ... b7-b6.

8 Ra1-d1 Qd8-e5

This, together with the opening of the c-file by ... c5xd4, is the beginning of interesting counterplay on the Queen-side.

9 Bf1-d3

Threatens to steal a Pawn by 10 Bd3xh7+ Nf6xh7 11 Bg5xe7.

9 ... h7-h6

10 Bg5-h4 c5xd4

Folys tried 10 ... Nd7-b6 11 c4xd5 c5xd4 at Podgorad, but Alekhine pounced on him with 12 d5-d6 Bc7xd6 13 Bb4xg5 g7xg6 Nc3xd4, wrecking Black's Pawn position on the Kingside.

11 e3xd4

Better than 11 Nc3xd4 Nd7-e5, and Black's opening difficulties vanish.

11 ... d5xe4

12 Bd3xe4 Nd7-b6

13 Bc4-b3 Bc8-d7

Black's game is a bit cramped, though he has no organic weakness as, in compensation, he has a fixed target in White's isolated Queen Pawn, at which he can aim his shafts.

14 0-0      Ra8-c8

Better than 14 ... Bc7-c6, which Capablanca tried against Stahlberg at Moscow in 1935, with near-fatal results.

15 Nf3-e5

An over-eager attacking move, nowhere near as strong as 15 Qc2-e2, the move that Lasker underrated (or missed).

The point is that 15 Qc2-e2 unpinning the Queen Knight prevents Black from playing the powerful 15 ... Bc7-b5, and threatens to eliminate the isolated Queen Pawn by advancing 16 d4-d5.

It also sets a little trap (though the chances of snaring Capablanca in it were mighty slim) in this continuation: 15 ... Nb6-d5 16 Nc3-e4 Bc7-c6 17 Qc4 Nc6-c3 18 b2-c3 Qa5xc3 19 Bc4-e1, and the Queen is caught.

15 ...      Bc7-b5

Although this move turned out to be effective, and was highly praised by the critics, it was deprecated by Capablanca himself, who thought that a better course was 15 ... Bc7-c6 followed by 16 ... Bc6-d5.

16 Rf1-e1      Nb6-d5

17 Bb3xd5

Breyer proposed the illogical-looking 17 Bb4xd5 as offering White winning chances, but Bogolyubov's analysis showed that Black had a draw in all variations, and vindicated Capablanca's claim of never having been in a losing position in his match with Lasker.

17 ...      Nf6xd5

18 Bh4xa7      Nd5xe7

19 Qc2-b3      Bb5-c6

Better than 19 ... Bb5-a6, when White can simplify by 20 Nd5-d7 Rf8-d8 21 Nd7-c5 b7-b6.

22 Ne5xc6 Qa5xc6 23 a4-d5.

20 Ne5xc6      b7xc6

The exchange has left Black with two isolated Pawns, but they are less susceptible to attack than the one isolated Pawn of White's.

21 Re1-e5

If 21 Nc3-a4 Rf8-d8 (threatens

22 ... Rd8xc4) 23 Re1-c5

Rc8-d5, with the better game for Black.

21 ...      Qa5-b6

22 Qb3-c2

Exchanging Queens would eliminate Black's Pawn weakness, while intensifying White's.

22 ...      Rf8-d8

That is the position



Position after 22 ... Rf8-d8

23 Nc3-e2

Lasker decides that having the





Black. (Simple enough, like all secrets of magic when the magician takes you behind the scenes.)

26 h2-h3

This frees the Queen from the defence of the b-Pawn, and also serves to prevent further invasion of his position by 26 ... Rc8-c4.

26 ... h4-h5

This secures the Knight against being dislodged by 27 g2-g4.

27 h2-h3

Lasker's attempt to enforce 27 g2-g4 is weak, and fails in its object.

More opportunity for assistance was offered by 27 Ne2-g3, when there might follow 27 ... Nf5-g3 28 h2xg3 Qb6-c7 29 Kg1-f1 Qc7-c2 30 f3-h3, though Black still stands better, owing to his grip on the c-file.

27 ... h5-h4!

Excellent! Not only does this render 28 Ne2-g3 impossible, but it provides against 28 g2-g4, when 28 ... h4xg3 en passant 29 f2xg3 leaves White's King-side in a weakened state.

28 Qd2-d3 Re8-e6

This move secures the square e5 against invasion by White's Queen after Black plays ... Qb6-b4.

29 Kg1-f1 g7-g6

30 Qd3-b1

"Instead of this much-too-passive maneuver," says Tartakover, "there came 30 Qd3-d2 into consideration."

I am sure that Lasker did consider this move, but abandoned it

in view of the reply 30 ... Qb6-c7 with the powerful threat of 31 ... Re8-c2. What could not counter this with 31 Rd1-c1 on pain of losing the d-Pawn?

(31 ... Rcd8c1+ 32 Ne2xc1 Nf5xd4).

30 ... Qb6-b4!

Penetrates further into the enemy camp.

31 Kf1-g1

This was Lasker's so-called move—a quiet waiting move, as White is curiously unable to take any active measures.

31 ... a7-a5!

"Again a fine piece of strategy," says Winter. "Black will now force another weak, isolated Pawn on the Queen's wing. From now on to the end Capablanca's play is a model."

32 Qb1-b2 a5-a4

33 Qb2-d2

Offers to exchange Queens, to relieve the pressure. Other moves fail, thus:

(a) 33 Rd1-d2 a4-a3, and the Queen is forced to abandon the Rook,

(b) 33 Rd1-b1 a4-a3 (thrusts the Queen into a cul-de-sac) 34 Qb2-a1 Re8-c2, and White is in a bad way.

33 ... Qb4xd2

34 Rd1xd2 e4xb3

35 a2xb3 Re8-b8

36 Rd2-d3

Best, as 36 Rd2-b2 loses a Pawn after 36 ... Re8-b4 in reply.

But now the Rook is tied to the defence of two weak, isolated

## Ending 32

Pawns.

36 ... Rb6-a6!

The proper strategy. The Rook is to get behind the white Pawns.

37 g2-g4

White gives his King some labor pains. Any effort to improve the position of his Rook fails, as after 37 Rg3-d2 there comes

37 ... Ra6-a1+ 38 Kg1-h2  
Ra1-b1 39 Rd2-c3 Rb1-b2, and Black wins a Pawn, as the Knight must give way.

37 ... h4xg3 an instant

38 f2xg3 Ra6-a2

39 Ne2-e3 Ra2-e2

Threatens 40 ... Nf5xd4, and if

41 Nc3xd5 in reply, then

41 ... Nd4-e2+ wins a piece.

40 Nc3-d1 Nf5-e7!

The Knight has fulfilled its purpose at f5, and now switches over to the Queen side to aid in the attack on the isolated Pawns.

41 Nd1-e3

If 41 b3-b4 instead, the Rook works its way behind the Pawn by

41 ... Rc2-c1 followed by

42 Rc1-b1, and wins it.

41 ... Rc2-c1+

42 Kg1-f2 Ne7-c6

43 Ne3-d1

This is the position.



Position after 43 Ne3-d1

With this move Lasker sets up an invidious trap to catch Capablanca, if he (Capa) tries to win a piece by a clever combination. This is the plot: 43 ... Nc6-b4 44 Rg3-d2 Rc1-b1, 45 Nd1-b2 Rb1xb2 46 Rd2xb2 Nb4-d3+ 47 Kf2-e2 Nc3xb2 48 Ke2-d2, and White wins the Knight, which has no escape squares, after which the game should be drawn.

43 ... Rc1-b1

But Capablanca does not pursue a wild-o'-the-wisp, he continues on his chosen course.

44 Kf2-e2

This looks like an error, but the Pawn is lost in any event.

45 Kf2-e3 yielding to

45 ... Nc6-b4, and White's Rook must abandon Pawn or Knight.

44 ... Rb1xb3!

45 Ke2-e3

Clearly, if 45 Rd2xb3, Nc6xd6+ recovers the Rook with two Pawns at net profit.

45 ... Rb3-e4

Capablanca could exchange Rooks and go into a Knight ending, but decides to keep the Rooks on the board, his Rook having more mobility than White's.

46 Nd1-c3 Nc6-e7

Threatens to win the Pawn by 47 ... Ne7-f5+, driving the King away.

47 Nc3-e2

The Knight does yeoman service, not only protecting the unhappy Queen Pawn a third time, but guarding the Knight Pawn as well.

47 ... Ne7-f5+

48 Ke3 f2 g6-g5

49 g3-g4 Nf5-d6

50 Ne2 g1 Nd6-e4+

51 Kf2-f1 Rb4-b1e

52 Kf1-g2 Rb1-b2+

53 Kg2-f1

The King must step carefully to avoid such perils as 53 Kg2-h1 Ne4-f2+ followed by 54 ... Nf2xd3, or 53 Kg2-f3 Rb2-f2+ 54 Kf3 e3 f3-f5 (threatens instant mate) 55 Rd3-e1 g7 (55 Rd3-e3 f5-h4+ 56 Ke3-d3 Rf2-e2 mate) 55 ... f5-h4+ 56 Ke3-d3 Rf2-e2, and if White moves his Rook to avoid its loss by 57 ... Ne4-f2+, there follows 57 ... Re2-d2 mate.

53 ... Rb2-f2+

54 Kf1-e1 Rf2-e2

55 Ke1-f1 Kg8-g7

Having immobilized his opponent with the last few moves, Black

brings his King into play, to help in securing a passed Pawn.

56 Rd3-e3 Kg7-g6

57 Re3-d3 f7-h6

intending to follow with ... e6-e5 —when the time is ripe.

58 Rd3-e3 Kg6-f7

59 Re3-d3 Kf7-e7

60 Rd3-e3 Ke7-d6

61 Re3-d3 Ra2-f2+

62 Kf1-e1 Rf2-g2

63 Ke1-f1 Rg2-e2

64 Rd3-e3 e6-e5!

The time is ripe! Capablanca now obtains a passed Pawn with this, his sealed move unquestionably the best way to win.

65 Re3-d3

If 65 Ng1-f3 Ne4-d2+, exchanging Knights, wins. Against 65 Ng1-e2, Capablanca planned this little combination: 65 ... Ne4-d2+

66 Kf1-f2 e5-e4 67 Re3-c3 Nd2-f3 (threatens 68 ... Nf3xd4)

68 Kf2-e3 Nf3-e1 (threatens

69 ... Ne1-c2+ winning the d-Pawn) 69 Ke3-f2 Ne1-g2

70 Kf2xg2 Ra2xe2+ 71 Kg1-f1

Re2-d2, and the d-Pawn falls.

65 ... e6e4

66 Re3xd4

If 66 Ng1-e2, Re3-d2 67 Rd3xe4 (or 67 Rd3xd2 Ne4xd2+ followed by 68 ... Nd2-b3 wins)

67 ... Ne4-g3+ 68 Kf1-f2 Rd2xe2+

69 Kf2xg3 Kd6-c5, and Black wins easily.

66 ... Kc6-c5

67 Re4-d1 d5-d4

## Game 32

68 Rd1-e1+ Kc8-e8

### 69 White Resigns

This finish (if Lasker were skeptical) could be 69 Rd1-d1 Ne4-g3+ 70 Kf1-e1 Ra2-g2 winning the Knight, which does not move away, as mate at e2 would be the penalty.

'An ending of rare precision and beauty' (Tartakover).

'A fine example of Capablanca's perfect technique which gave Lasker no opportunity of producing any of his characteristic complications' (Winter).

'This is the finest win of the match, and probably took away from Dr. Lasker his last real hope of winning or drawing the match' (Capablanca).

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## GAME 33

White J. S. Morrison

Black J. R. Capablanca

London, 1922

### Queen's Indian Defence

This is a game that is thoroughly absorbing from start to finish.

An indication of Capablanca's mood as he embarked on a series of exciting combinations can be gathered from the remark he made to Tartakover after making his 16th move, 'I think I'll play to the gallery.'

The combinations extend through the midgame and into the ending, and evoked this comment from Euwe and Pops in their book *Das Schachphänomen 'Capablanca'*: 'The combination that ruins White's Pawn position and seals his fate very much justifies its being included in this book (in the chapter *Die Partie Combination*). The whole game in fact must be ranked as one of Capablanca's all-time finest.'

1 d2-d4 Ng8-f6

2 Ng1-f3 e7-e6

3 e2-e3 b7-b6

4 Bf1-d3 Bc8-b7

5 0-0

Instead of this hurried spinning away of the King, there was more point to 5 Nc1-e2, which develops a piece and prevents Black from posting his Knight at e4.

6 ... Bf8-e7

7 b2-b3 0-0

8 Bc1-b2

This method of development goes back to the days of Zukertort (who did pretty well with it).

9 ... Nf6-e4

10 e2-e4 f7-f6

11 Nc1-e3 Qd8-e8

Capablanca begins a King-side attack, the usual recipe in a Dutch Defence sort of formation.

12 Qd1-e2 Ne4xc3

11 Bb2xc3 Qe8-h5  
12 Qc2-e2 Nb8-c6

Hyper-modern strategy to tempt White to advance his Pawn—and weaken them!

13 e4 e5

White gains time (seemingly) by attacking the Knight and forcing its retreat. In reality, it will benefit Black, who will be enabled to anchor his Knight strongly at c6, that square having been cleared by the Pawn's advance.

13 ... Nb6-b8  
14 b3-b4 Be7-f6  
15 Ra1-c1 Nb8-c6  
16 a3-a4

Quite plausible, as after 16 ... 15xc4 17 Bd3xc4 White has visions of continuing either with 18 b4-b5 and 19 c5-c6, or 18 Rf1-d1 and 19-d4-d5, with a good game.

16 ... Ne8-e7!

Again a subtle move by the Knight, tempting White to advance his King Pawn.

17 e4-e5

White leaps at the chance to simplify the position on the King-side, and be left undisturbed to operate on the Queen-side.

But he reckons without his host, as the novelist used to say.

17 ... Ne7-d5!

Capablanca offers his Bishop, having these possibilities in mind:

(a) 18 e5xh6 Nd5-f4 19 Qc2-e3 Nf4xg2 20 Qc3-g5 (of course 20 Kg1xg2 loses at once by

20 ... Qh5-g4+ 21 Kg2-h1 Bb7xc3+ and White must give up his Queen) 20 ... Qh5xg5 21 Nf3xg5 Ng2-f4 22 f6xg7 h7 22 h6-r7+ Rg6x17 23 Ng5x17 Nf4-h3 mate! 22 ... Rf8-f6 and Black wins.

(b) 18 e5xh6 Nd5-f4 19 Qc2-d1 Nf4xg2! (better than 19 ... Bb7x13 20 Qd1x13 Qh5x13 21 g2xf3 Nf4xd3) 20 Nf3-e5 Qh5-h3 (threatens to mate or win the Queen by 21 ... Ng2-c3! 21 Qd1-d2 g7xh6 22 f2-f3 Ng2-h4 23 Ne5-c6 (jump follows 23 Ne5xd7 Rf8-f7) 23 ... Kg8-f7, and Black's attack prevails easily (Tartakower).

18 Bc3-e2 Bf6-e7  
19 Nd3-e1 Qh5-f7  
20 f2-f4 Ra8-b8

A quiet, unassuming move that most players would not even think of in a week, yet a master would spot its hidden potential in a flash (Keep your eye on this Rook!)

21 Bc2-c4 b6xc5  
22 b4xc5 b7-h6  
23 Ne1-c2 g7-g5  
24 Rc1-b1 g5xh4  
25 Rb1-a3

Threatens 26 Rf1-b1, pinning and winning the Bishop.

25 ... Bb7-c6  
26 Bd2x14 Nd5x14  
27 Rf1x14 Kg8-h7

This is the position:



Position after 27... Kg5-g7

Alakhine called this move a blunder, while Maroczy in the Book of the Tournament said that White could win a Pawn here with a winning position.

Evans and Pines, however, dissent from this view, and suggest that Capablanca's move be graded with an exclamation mark. An objective analysis shows that after the suggested 28 Rf4xf5 there would follow 28... Qf7-g7 (not of course 28... Qf7xf5 28 Bc4-d3 winning the Queen) 29 Rb3xb8 Rf8xb8 30 Rf5-f1 Rb8-g8, and Black should succeed in the attack, aided and abetted as it is by the power of the two Bishops.

No better (after 28 Rf4xf5 Qf7-g7) is 29 Rf5xf8 Rb8xb8, and again control of the Bishop file combined with the threat of... Be7-h4 should help decide the game for Black.

28 Ne2-e3 Be7-g6!

Tempts White to proceed with what seems to be a winning combination.

But Capablanca (as usual) has

looked further ahead into the complications than his opponent!

29 Rf4xf5 Bg6xe3+

30 Qe2-ee3

On 30 Rb3xe3 Qf7xf5 31 Bc4-d3 pinning the Queen, the surprise check 31... Rb8-b1+! breaks the pin and wins.

30... Qf7-g6!

Threatens mate on the move while still attacking the Rook—three times!

31 Rf5-f2 Bc6ag2!

Surprise number two! Should White play 32 Rf2xg2, he gets knocked out by 32... Qg6-b1+! 33 Rb3xb1 Rb8xb1+, and mate in two. A splendid resource!

32 Rb3xb8

White loses his head; there was more fight in 32 Qe3-g3 Bg2-e4 33 Bc4-d3 Bc4xd3 34 Rf2xf8 Rb8xf8 35 Rb3xd3 Qg6-e4, though it still was not easy.

32... Bg2-e4+

33 Qe3-g3 Rf8xb8

34 Qg3xg6+ Kh7xg6

35 Rf2-f6+

This offers more resistance than 35 Bc4-b3 (to block the file) 35... Rb8-b4 36 Rf2-d2 (White is now reduced to passive defence) 36... a7-a5 37 Kg1-f2 a5-a4 38 Bb3-d1 a4-a3 (threatens 39... Rb4-b2 followed by 40... Be4-b1, and the removal of a highly important Pawn) 39 Bc1-b3 Rb4xb3! 40 a2xb3 Bc4-b1, and Black wins, as his passed Pawn can only be stopped at the cost of a Rook.

# Ending 33

Position after 35 Rf3 f6+

Capablanca to move



Moroccan

Capablanca's advantage in this ending lies in the dominating position of his Rook. It has good prospects of an attack on the d-Pawn, either by ... Rb6-b4, or by moving to the seventh rank, and getting behind the Pawn.

The d-Pawn is the support of White's Pawn position—one might say it's the support of his entire position. Should it fall, White's whole game will fall apart.

Meanwhile—Black is in check!

35 ... Kg6 g7

The attractive 35 ... Kg6 g5 is countered by 36 Kg1-f2, when an attempt to win the d-Pawn by 36 ... Rb6-b4 fails after 37 h2-h4+ Kg5-h5 (or to g4) 38 Bc4-e2+, and White has all the play.

36 Rf3-f6

The Rook prudently retreats, rather than risk being shut in by

36 ... Bc4-f5

36 ... Bc4-f5

37 Rf4-f3 Rb6-b1+

Not at once 37 ... Rb6-b4, as 38 Rf3-e3 holds the position.

The text move gives White an opportunity to go wrong.

38 Kg1-f2

But not 38 Rf3-f1 Rb1-b2

39 Rf1-e2 Rb2-b4 40 Bc4-b3 (the Rook, having been lured to the second rank, may not now move to c2 to protect the Bishop)

40 ... Rb4-xd4, and Black has won a valuable Pawn.

38 ... Rb1-b2+

39 Kf2-g3 Rb2-d2

Finds on White's weakness, and relegates White's Rook to passive defence.

40 Rf3-f4 e7-e5

41 h2-h4

Freely his King from the task of protecting the Pawn.

While the attempt instead to get behind the Queen Pawn and win it by 41 Bc4-e6 and 42 Bc6-e8, would be defeated by 41 ... Kg7-f7 and 42 ... Kf7-e7, Black must not now play 41 ... Kg7-f7 of his own accord, as the reply 42 Rf4xf5+ would come as a terrible shock.

41 ... c7-c6

Puts an end to any thoughts White might have entertained of breaking through by d4-d5:

42 Kg3-f3 e5-e4

43 Kf3-e3 Rd2-c2

44 Bc4-e6 Rc2xa2

Black is willing to exchange his



## Game 34

Queen Pawn for White's Queen Rook Pawn, as he acquires thereby a passed Pawn. Defending instead by 44... K<sub>g7</sub> 17 allows White time to repeat the invading Rook by 45 R<sub>h4</sub>-f2.

45 B<sub>a6</sub>-c8 R<sub>a2</sub>-a3+

46 K<sub>e3</sub>-e2 R<sub>a3</sub>-e3

47 B<sub>a8</sub>xd7 a4-e3

48 d4 d5

White prefers to die fighting, rather than defend by 48 R<sub>h4</sub>-f1, which would lose slowly but surely.

And of course 48 B<sub>d7</sub>xc6 loses on the spot by 48... a3-e2 49 R<sub>h4</sub>-f1 B<sub>f5</sub>-b1, and the Pawn promotes.

48 ... c6xd5

49 e5-c6 K<sub>g7</sub>-f7

50 R<sub>h4</sub>-e4

White's only chance to head off the Pawn is to have the Rook get be-

hind it:

50 ... K<sub>f7</sub>-e7

51 R<sub>a4</sub>-a8 d5-d4

But this passed Pawn could cause some trouble!

52 K<sub>a8</sub>-e8+ K<sub>e7</sub>-f7

53 R<sub>e8</sub>-a8 B<sub>f5</sub>-e4

Paralyzes the menacing Pawn.

54 R<sub>a8</sub>-a7 R<sub>c3</sub>-c2+

55 K<sub>e2</sub>-e1 a3-a2

56 K-1-d1 d4-d3

57 B<sub>d7</sub>-c8+ K<sub>f7</sub>-g6

58 White Resigns

There is no way to avoid 58... B<sub>e4</sub>-d3+ followed by 59... d3-d2+, and the queening of the Pawn with check.

Beautifully played throughout, this is one of the unknown masterpieces of chess literature.

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## GAME 34

White J. R. Capablanca

Black E. D. Bogolyubov

London, 1922

*Roy Lopez*

The first encounter between the newly-crowned World Champion Capablanca and Bogolyubov, one of the leading representatives of the Hyper-modern School, results in a great fighting game.

The game bristles with moves that are characteristic of Capablanca's style—moves that are simple, yet unexpected!

Some of the fascinating highlights of the game are:

- (a) Capablanca's readiness to accept a miserable Pawn formation, confident in the power of the Pawns to burst their bonds,
- (b) Capablanca's refusal to lose time trying to hold on to his two Bishops,

(c) Capablanca's shutting out of action one of his opponent's valuable Bishops (as he did in the Winter-Capablanca game of 1919—see Game 29).

(d) Capablanca's conduct of an exciting ending, featuring a race to queen a Pawn.

All in all, as you can gather, the game is a magnificent one.

1	e2-e4	e7-e5
2	Ng1-f3	Nb8-c6
3	Bf1-b5	a7-a6
4	Bb5-a4	Ng8-f6
5	g3-g4	Bb6-a7
6	Rf1-e1	b7-b5
7	Ba4-b3	d7-d6
8	c2-c3	g6-g5

The usual line is 8 . . . Nc6-a5 9 Bb3-c2 c7-c5 10 d2-d4 Qd8-c7, but Bogolyubov is intent on another procedure. This will involve a series of torquous Knight moves, all for the sake of getting rid of White's light squared Bishop.

9 d2-d4

White had two good alternatives here in the quiet 9 d2-d3, and in the conservative 9 h2-h3, which prevents the Knight being pinned, with the consequent pressure on White's center.

9 . . . a5xd4

This seems illogical, as it gives up the center, and also enables White (after the recapture 10 c3xd4) to develop his Knight at c3, but there is method to Bogolyubov's madness. He expects to obtain adequate compensation by effecting weaknesses

in White's position.

10 c3xd4 Bb6-g4

11 Bc1-a3

Good enough, though Lasker won a fine game against Bogolyubov a year later with this continuation:

11 Nb1-c3 Nc6-a5 12 Bb3-c2

c7-c5 13 d4xc5 d6xc5 14 e4-e5!

Qd8d1 15 Re1xd1 Nf6-d7

16 h2-h3! Bg4-e5 (but not

16 . . . Bg4xd3 17 Rd1xd7, and

White wins a piece) 17 Nc3-d5!

Bc6xd5 18 Rd1xd5, and Lasker

won the ending.

11 . . . Nc6-a5

12 Bb3-c2 Na5-e4

13 Be3-e1

Capablanca is not hidebound by convention, but is quick to embrace hyper-modern ideas. The Bishop's loss of time in returning home will be made up for by his next move 14 b2-b3, which forces the enemy Knight to retreat, after which the Bishop can begin a new career at b2.

13 . . . c7-c5

14 b2-b3 Na4-a5

15 Bc1-b2

This is simpler and more energetic than attempting to preserve his light squared Bishop by 15 Nb1-d2 Na5-c6 16 h2-h3 Bg4-h5 17 g2-g4 Bb5-g6 18 d4-d5 Nc6-b4 19 Bc2-b1 a6-a5 20 a2-a3 Nb4-a5 21 Bc1-b2.

15 . . . Na5-c6

16 d4-d5 Nc6-b4

17 Nb1-d2 Nb4xc2

Bogolyubov has now accomplished what he set out to do, when he

played the anti-positional  
9 ... e5xd4.

(a) he has disposed of White's light-squared Bishop (though it took the Knight seven moves to do so),

(b) he has induced the advance of White's d-Pawn, with a consequent weakening of the e-Pawn,

(c) he has acquired a majority of Pawns on the Queen-side.

To offset these advantages, White has acquired some of his own:

(a) his remaining Bishop is beautifully posted on a long diagonal,

(b) he exerts pressure on the center,

(c) he has good prospects of breaking up Black's Pawn cluster by a2-a4 at the first available opportunity.

**16 Qd1xc2 Rf8-e8**

More to the point was 16 ... Nf6-d7 followed by 17 ... Be7-f6, to dispute control of the long diagonal.

**17 Qc2-d3**

Protecting the King Knight by the Queen will relieve the other Knight of that duty, and enable it to take active part in the game by swinging over to g3 by way of f1.

Capablanca himself suggested 18 a2-a4 as more precise, in order to keep Black occupied on the Queen-side, especially as the advance 19 ... b5-b4 would provide a good square at c4 for the Knight.

**18 ... h7-h6**

Apparently either a waiting move, or to provide a hiding spot for the Bishop against an effort to

exchange it. On 19 ... Nf6-d7 instead (which Capablanca said was better) he may have feared this continuation, suggested by Tartakover: 20 e4-e5 Bg4xf3 21 Nd2xf3 d6xe5 22 Nf3xe5 Nd7xe5 23 Bb2xe5 Be7-d6 24 Be5xd6 Qd8xd6 25 Ra1-d1, and the passed Pawn offers White practical winning chances.

**20 Nd2-f1 Nf6-d7**

**21 h2-h3 Bg4-h5**

Black should be content to play 21 ... Bg4xf3 22 Qd3xf3 Be7-f6 with fair chances, but he is reluctant to part with one of his Bishops, as their combined power can often be terribly strong. So he keeps his Bishops!

But Capablanca meets these potential threats by imprisoning one of them, and putting it out of the action.

Despite this going a bit ahead with our story! Bogolyubov is able to conjure up all sorts of dangerous threats on the Queen-side, which take all of Capablanca's skill to parry.

**22 Nf3-d2 Be7-f6**

Bogolyubov offers an exchange, having apparently decided that White's one Bishop, commanding the long diagonal, was as strong as both of his Bishops. So the Bishop must be liquidated!

**23 Bb2xf6 Qd8xf6**

**24 a2-a4 c5-c4!**

A fighting move, as ingenious as it is energetic. At one stroke Bogolyubov clears a good square (c5) for his Knight, obtains a passed Pawn,

and seizes an open file (the b-file) for his Rook!

25 b3xc4

This is the position:



Position after 25 b3xc4

25 ... Nd7-c5

26 Qd3-e3 b8xa4

Suddenly Bogolyubov has a protected passed Pawn!

27 f2-f4

Embodies two threats: one of 28 f4-f5, cutting off the Bishop, and then winning it by 29 g2-g4, and the other of 28 e4-e5, undermining the support of the Knights.

27 ... Qf6-e7

28 g2-g4

Not at once 28 f4-f5, so which the reply might be 28 ... f7-f6, providing a better flight square for the Bishop than h7 and also strengthening the square e5 to Black's advantage.

28 ... Bf6-g6

29 f4-f5 Bg6-h7

The Bishop is now relegated to the sidelines, so that White is in effect

a piece ahead. White's Pawn formation may be the worst ever (as Capablanca puts it) but an extra piece to play with can cover a lot of sins.

30 Nf1-g2 Qe7-e5

The Queen takes command of the center, incidentally squashing any attempt to advance the King Pawn.

31 Kg1-g2 Rg8-b8

32 R-a1-b1 f7-f6

This move has good and bad points: the good points being that it provides the King with entry to the center in the coming ending, makes possible the Bishop's return to the game by way of g6, and renders it more difficult for White to advance his King Pawn after the departure of the Queen from e5. The chief drawback to the move is that it weakens the square e6, whereon White might plant a Knight with mighty strong effect.

33 Nd2-f3

The time has come to dislodge the Black pieces from their strongholds.

33 ... Rb8-b2+

34 Rb1xb2 Qe5xb2+

35 Re1-e2 Qb2-b3

# Ending 34

Position after 36 ... Qb2xb3

Bogolyubov



Capablanca to move

At first glance, Black seems to have a bit of advantage for the endgame. His Queen, Rook, and Knight are placed aggressively, and enjoy more mobility than do White's pieces, which stand in defensive positions. Black has a trump too in his passed Pawn, which becomes more dangerous with every step forward it takes.

In White's favour though, is the fact that the enemy Bishop is shut out of the game, which is the equivalent of putting White a piece ahead.

Especially if White is a piece ahead, he must seize the initiative in order to reap the benefit of this extra force.

White's Pawn formation may not be a thing of beauty, but despite this handicap, Capablanca, displaying his own brand of endgame magic, manages to come up with two connected passed Pawns in the

center.

Remarkable!

36 Nf3-d4!

A brilliant offer of a Pawn, which Bogolyubov does not dare accept!

After 36 ... Qb2xb3, the strongest line for White is not Capablanca's recommendation 37 Re2-c2, as that allows Black to put up a fight by 37 ... Qc4xd5 38 Nd4-e5 Re8xb6! 39 f5xb6 Qd5xb6 with three Pawns for the exchange, but 37 Nd4-e5 at once, after which 37 ... Re8-b8 38 Ne6xc5 d6xc5 39 Re2-c2 Rb8-b3 40 Qe3-f2 probably wins for White.

36 ... Qb3xb3

37 Re2xb3 Re8-b8

Black's Queen-side looks menacing! In view of this, Capablanca must set about the task of transforming his Queen Pawn at all cost into a passed Pawn.

38 Re2-e3 Kg8-f7

39 Kg2-f3 Re8-b2

40 Ng3-e2 Bh7-g8

41 Nd4-e6!

Offers Black some unattractive choices: (i)

(a) 41 ... Nd5xb3 42 d5xb3+ with an easy win for White, as Black's Bishop will be bared alive.

(b) 41 ... Nd5xb4 42 Kf3xb4 Bb2xb3+ 43 Ke4-d4 Re3-d3+ 44 Rc3-d3 Rd2-e2 45 c4-c5, and White wins.

41 ... Nc5-b3

42 c4-c5!

White's Pawns began to burst their

chains. What follows is a race between the passed Pawns...

42 ... d6xg5  
43 Ne6xc5 Nb3-d2+  
44 Kf3-f2

This is less complicated than 44 Kf3 e3, when this might occur: 44... a4-a3 45 d5 d6 (of course not 45 Rc3xa3 Nc3-c4+, and the Rook goes) 45... a3-a2 (or 45... Kf7-e8 46 Nc2 d4 follows with the threat of 47 d6-d7+ and 48 Nd6 c5+) 46 Nc5-e6 (threatens mate in two) 46... Rb2 b7 47 Ne6-d8+ Kf7 f8 48 Nd8xb7 a2-a1(Q) 49 Rc3-c8+ Kf8 f7 50 Rd8-c7+ Kf7 e8 51 d6-d7, and White wins.

So Capablanca pursues the course he envisaged earlier.

Meanwhile, this is how things look after his actual move



Position after 44 Kf3 f2

44 ... Kf7-e7

Capablanca says that Black might have tried 44... Nd2-b1 45 Nc5xa4 Nb1xc3 46 Na4xb2 Nc3xa4+ 47 Kf2 e3 Na4-d6, with good chances to draw.

45 Kf2-e1! Nd2-b1

46 Rc3-c3

'With this move, White assures his victory in the finish of a game which has been extremely difficult (Capablanca).

46 ... e4-e3

47 d5-d6+ Ke7-e8

48 Ne2-d4

Now the threat of 49 Nd4 c5+ followed by 50 d6-d7+ forces Black's next move.

48 ... Rb2-b6

49 Nd4-e5+ Bg7xe5

'At last the Bishop comes out,' says Capablanca, but only as a stepping-stone for White's Pawns.'

50 f5xe6

The ugly duckling of a Pawn formation, played earlier, has been transformed into a beautiful swan.

50 ... Rb6-b8

51 e6-e7+ Kd8-e8

52 Ne5xa6! Black Resigns

Bogolyubov does not wait for the dénouement: 52... a3-a2 53 Ne6xb8 a2-a1(Q) 54 d6-d7+ Ke8xe7 55 d7-d8(Q)+ Ke7-f7 56 Qd8-d5+ Kf7 f8 57 Qd5-c6+ Kf8-e8 58 Qc5-h5+ Ke8-e7 59 Nb8-c6+ Ke7 f8 60 Rd3-d8 mate.

An ending marked by superb position and combination play.

## GAME 35

White H. E. Atkins  
Black J. R. Capablanca  
London, 1922

## Caro-Kann Defence

In this little-known masterpiece of Capablanca's, the World Champion leads for the ending almost from the first few moves. The whole game, in fact, might be considered one long endgame—and a magnificent one it is!

With infinite patience that overlooks no detail as unimportant, Capablanca's pieces slowly and methodically infiltrate into the enemy territory, and take possession of every good square in sight.

Capablanca is inexorable, as usual, and the air of inevitability that permeates this game is perhaps the most fascinating aspect of his style.

1 e2-e4 e7-e6  
2 d2-d4 d7-d5

Capablanca adopted the Caro-Kann early in his career, and it stood him in good stead. He used it about a dozen times in tournament play, and never lost a game with it!

3 e4-e5

Unlike the cramped Pawn chain in the French Defence, this formation does not restrict the activity of Black's Queen Bishop.

3 ... Bc8-c5  
4 Bf1-d3

White hesitates to get rid of his good Bishop, a strategic error repeated by Nimzowitsch in his famous 1927 encounter against Capablanca (see

Game 42).

There are so many other good moves! White can go in for the complications arising from 4 c2-c4, when 4 ... d5xc4 could lead to 5 Bf1xc4 e7-e6 6 Nb1-c3 Nb8-d7 7 Ng1-c2<sup>?</sup> Ng8-e7 B 0-0 Nd7-b6 9 Bc4-b3 Qd8-d7 10 a2-a4! e7-e5 11 Ne2-g3, as in the Tal-Clombeck game played at Munich in 1958.

A simple conservative course is 4 Ng1-e2 e7-e5 5 Ne2-g3, avoiding an early exchange of Bishops.

There is also the daring, original 4 h2-h4, introduced by Tal, which is not as wild-looking as might first appear. To begin with, it prevents the normal development of Black's King-side pieces by 4 ... e7-e6, which costs a piece after 5 g2-g4 Bf5-e4 6 f2-f3 B-e4-g6 7 h4-h5, and the Bishop is trapped.

Instead of 4 ... e7-e6, in the game Tal-Bajrov, as well as in the game Tal-Pachman at Bled in 1961, Black played 4 ... h7-h6, and the continuation was 5 g3-g4 Bf5-d7 (forced, as after 5 ... Bf5-h7 6 e5-e6! f7-xe6 7 Bf1-d3 B-h7xd3 8 Qd1xd3, White has the advantage) 6 h4-h5 e6-c5 7 c2-c3 e7-e6 8 f2-f4, and White has the better position, though he has made eight Pawn moves in the opening, and has not developed a single piece.

'However,' say Levy and Keene in *How to Play the Opening in Chess*, 'Tal's way is not to be re-

commended to lesser mortals (or perhaps not even to Tal). For White's somewhat unwarranted Pawn avalanche must surely carry with it the seeds of its own destruction if Black plays carefully.<sup>1</sup>

4 ... **Bf5xd3**  
5 **Qd1xd3** **a7-e6**

Black has the advantage of the French without the disadvantages. After ... **e6-e5** (striking at the base of the Pawn chain) he will have at least equality.

6 **Ng1-e2** **Qd8-b6**  
7 **Qf3** **Qb6-e6**

An exchange of Queens would suit Capablanca, his opponent being weak on the white squares, and his Bishop restricted by the Pawn chain.

8 **Qd3-e3**

Rather than repeat, White should either exchange Queens or play **8 Qd3-e3**.

9 ... **c6-c5**  
9 **c2-c3** **Nb6-c6**  
10 **Nb1-d2**

Preferable to this meek development, which meant being gradually crushed to death positionally, was the aggressive 10 **f2-f4**. But Atkins may have overlooked the effect of Capablanca's next two moves.

10 ... **c5xd4**  
11 **c3xd4** **Qd6-d3!**

This is reminiscent of Morphy's paralyzing 12... **Qd8-d3!** move, which must have come as a similar shock to Pauser in their famous New York 1857 tournament en-

counter.

The immediate threat of winning a Pawn by 12 ... **Nc6xd4** forces the exchange of Queens.

12 **Nd2-b3** **Qd3xd1+**  
13 **Rf1xd1** **Ng6-e7**  
14 **Be1-e2**

## Ending 35

Position after 14 **Be1-e2**

Capablanca to move



Atkins:

Offhand, there seems to be little to choose between the two positions, but Black's pieces do have more freedom, and his King is closer to the center.

Capablanca intends to prevent White's pieces from occupying good squares, bring his own King into active play, and seize control of the c file with his Rooks. It is the domination of this file which will enable his pieces to penetrate into



the vitals of the enemy territory, especially on the Queen side.

14 ... a7-a5!

This prevents any intrusion by White's Knight at a5.

15 Rb1-c1 b7-b6

While this keeps the Knight out of c6.

16 a2-a4

White's fear of permitting

16 ... a5-a4 (driving his Knight away) results in a weakening of his b4 square, and saddles him with two Pawns vulnerable to attack, the d-Pawn and the a-Pawn.

16 ... Kc8-d7

17 Nc2-c3 Nc6-a7

This inhibits 18 Nc3 b5, as the resulting exchange of Knights would greatly favour Black, after

18 ... Na7xb5 19 a4xb5, the play might proceed with 19 ... a5-a4 20 Nb3-a1 Nc7 b5, followed by 21 ... a4 a3.

18 Kg1-f1 Nc7-c6

19 Kf1-e2 Rb8-c8

20 Bd2-e1 Bf8-e7

21 Nc3-b1 f7-f6

22 e5xf6 en passant

Atkins may have hoped to give his Bishop more mobility, but the recapture exposes his Queen Pawn to direct attack by another piece.

22 ... Bc7xb6

23 Be1-c3 Nc6-b4

24 Bc3-d2

White was faced with a difficult decision. Exchanging pieces would rid him of the ineffectual Bishop,

but his pieces could not then make use of the focal point c3, and the life of his a Pawn would be further endangered.

24 ... Na7-c6

25 Bd2-e3 Nb4-a2!

Capablanca continues to make things uncomfortable for his opponent. This move, controlling c1, renders it impossible for White to double his Rooks on the file and oppose Black's domination of it.

26 Rf1-e2

'White continues to lose ground,' says Masopust in the tournament book, 'Mr. Atkins must have been in time pressure.'

But what else could Mr. Atkins have played?

26 ... Rb8-c7

27 Nb1-a3

The attempt to drive off Black's annoying Knight by 27 Nb1 c3 fails, after 27 ... Nc6b4 28 Rc2-d2 Na2xc3 29 b2xc3 Rc7xc3, and Black has won a Pawn.

27 ... Rh8-c8

Foretells any such ambitious move as 28 Na3 b5, when 28 ... Nc6d4+ wins a Pawn against any of the four ways of capturing the Knight.

28 Rc3-d2 Nc6-a7

Once again hinders White from playing 29 Na3 b5.

29 Rc2-d3 Na2-b4

30 Rd3-d2 Rc7-c6

31 Rd1-b1 Bf6-e7

Black aims to eliminate White's Knight at a3, in order to be able to establish a Rook on the seventh

rank.

32 Rb1-a1    8e7-d6  
 33 h2-h3    Rf6-e7  
 34 Ra1-d1    Nb4-a2!  
 35 Rd1-a1

The Knight (at c3) must stay put, as 35 Na3 b1 would lead to 35 ... 8d6-b4 36 Rd2-d3 Rc7-c2+, and a Pawn comes off.

36 ...        8d6-e5  
 37 Ra1xa2

Naturally, if 36 b2xa3 instead, 36 ... Na2-c3+ wins an innocent Rook Pawn.

36 ...        8a3-b4  
 37 Rd2-d1    Rc7-e6  
 38 Rd1-e1

This frustrates Black's attempts to post a Rook on the seventh rank, but he finds a new way to revive the attack.

38 ...        Na7-c6!

Threatens to win a Pawn by 39 ... Nc6xd4+.

39 Rd1xa4    d5xa4  
 40 Nb3-d2    8b4xd2!

A shrewd exchange: Black's remaining Knight will prove to be superior to the opposing Bishop, which is led down to the defence of the Queen Pawn.

41 Ke2xd2

The diagram shows the position, as the last act begins.



Position after 41 Ke2xd2

41 ...        Kd7-d6  
 42 Kd2-c3    Kd6-d5  
 43 Ra2-a1    g7-g6  
 44 f2-f3      Rc8-b8

Prepares to open the b-file, enabling his Rook to take an active part in the game.

45 Ra1-a3    b6-b5  
 46 a4xb5    Rb8xb5  
 47 8a3-f2    Nc6-b4!

Cuts down White's options: if 48 Bf2 e3 (to avoid 48 ... Nb4-d3, attacking two units) 48 ... Nb4-d3 49 Ra3-a2 Rb5 b3+ 50 Kc3-d2 (or 50 Kc3-c2, Nb3-b4+ a total 50 ... Rb3xb2+, and Black wins a Pawn and the game.

48 b2-b3    e4xb3  
 49 Ke3xb3

Or 49 Ra3xb3 Nb4-a2+ 50 Kc3-b2 Rb5xb3+ 51 Kb2xb3 Na2-e1+ 52 Kb3-a4 Nc1-d3 53 8f2-e3 Nc3-e1, and the rest plays itself.

49 ...        Nb4-a5+  
 50 Kb3-c3

Of course not the suicidal  
50 Kc3-a4, when 50 ... Rb5-b4  
mates neatly.

50 ... Rb5-b1

This sort of move, getting behind  
the lines, usually preages the  
bringing down of the curtain, but  
Atkins puts up a hard fight, and  
makes Capablanca extend himself  
to achieve the victory.

51 Ra3-a4 Rb1-a1+

A powerful check which gains more  
ground for Black. It

(a) 52 Kc3-b2 Rc1-f1 53 Bc2-e3  
(on 53 Bc2-g3, Rf1-g1 will remove  
some Pawn) 53 ... Rf1-e1  
(threatens 54 ... Ra1-a2+)  
54 Bc3-d2 Re1-e2 55 Kd2-c1  
Rc2-g2 56 Bc2xa5 Nb6xd4 should  
suffice.

(b) 52 Kc3-d3 Nc6-b4+ 53 Kd3-e3  
Rc1-c3+ 54 Ke3-d2 Rc3-c2+  
55 Kd2-e3 Kd5-c4! wow, for if  
56 Ra4xa5 Nb4-d5+ 57 Ke3-e4  
Rc2-e2+, and mate next move,  
while other moves allow  
57 ... Kc4-b5, which unpins the  
Knight for the check at d5, attacks  
the Rook, and threatens to move  
on with the Pawn when the Rook  
retreats.

52 Kc3-d2 Re1-e4

53 Ra4-a1

Clearly, 53 Ra4xa4 Kd5xa4 offers  
no hope, as Black captures the d-  
Pawn next move, leaving him a  
Pawn ahead—an outside passed  
Pawn at that!

53 ... a5-a4

54 Re1-a2 Nb6-a7!

Regular poor overex starter, as they  
say in Paris.

55 Ra2-a1 Na7-b5

56 Ra1-b1 Kd5-e6

Capablanca prefers to keep up the  
pressure rather than win the Queen  
Pawn, at the expense of allowing an  
exchange of a sturdy Knight for a  
Bishop that is practically useless.

57 Kd2-e3

This is the position:



Position after 57 Kd2-e3

57 ... Rb4-c3+

58 Kd3-d2 Rc3-b3!

Every move a picture!

59 Rb1-c1+

Exchanging Rooks is hopeless, the

play going like this: 59 Rb1xb3

a4xb3 60 Kd2-d3 b3-b2!

61 Kc3-c2 Nb5-c3! 62 Kc2xb2

Nc3-d1+ followed by 63 ... Nd1xc2

(yes, the Knight can escape).

Or if 59 Rb1xb3 a4xb3

60 Kd2-c1 Kc6-d5 61 Kc1-b2

Nb5xd4 62 Bf2xd4 Kd5xd4

63 Kc2xb3 Kd4-c3, and the King walks in and removes the Pawns.

69 ..... Kc6-b7  
69 Rc1-c2 a4-a3  
61 Bf2-g3

Desperation, but he was threatened with being the victim of this quaint finish: 61 ... Rb3-b2 62 Rc2xb2 a3xb2 63 Kd2-c2 Nh6-c3! 64 Kc2xb2 Nc3-d1+, and the unfortunate Bishop meets his end (as in the note following White's 59th move).

61 ..... Nb6xd4  
62 Rc2-e7+ Kb7-b6  
63 Rg7-e4 Kc6-b5  
64 Rc4-e8

Obviously 64 Rc4xd4 loses instantly by 64 ... a3-a2.

64 ..... Nd4-e5  
65 Rc8-a8 Rb3-b2+  
66 Kd2-c3

If 66 Kd2-c3 Rb2xg2 followed by 67 ... a3-a2 and 68 ... Nc6-e5, cutting off the Rook, will force the queening of the Pawn.

66 ..... Rb2xg2  
67 Bg3-f2 Kc6-b4  
68 White Resigns

If 68 Ra8xa3 Nb4-c2+ wins the Rook, or if 68 Bf2-h4 g6-g5 69 Bh4-c2 a3-a2 (threatens 70 a2-e1[Q] Ra8xa1 71 Nb4-c2+) 70 Ke3-c2 Bg2xe2+ 71 Kc2-e2 Nb4-a6, and Black wins.

An absorbing ending, every step of the way.

## GAME 36

White J. R. Capablanca  
Black S. G. Tartakover  
New York, 1924

### Dutch Defence

Search the annals of chess from the days of Philidor to the reign of Karpov, and you will find no ending equal to this for demonstrating the power of a Rook on the seventh rank. It packs in more solid instruction for the most pleasurable kind. I hasten to add that the thousand Rook and Pawn endings that Capablanca is said to have studied in his youth

begin in *The Book of the*

*New York International Chess Tournament of 1924*, pays tribute to his great rival's skill with these words, "A really pleasurable game on the part of the Champion, and a fine example of his machine-like precision and superior technique. White sacrifices material in order to obtain the classical position with King on f6, Pawn on g6, and Rook on h7. Although Dr. Tartakover was two Pawns ahead, he could not

stern the tide. The Pawns tumble like ripe apples."

1 d2-e4 f7-f5  
 2 Ng1-f3 e7-e6  
 3 c2-e4 Ng8-f6  
 4 Bc1-g5 Bf8-e7  
 5 Nb1-c3 0-0  
 6 e2-e3 b7-b6  
 7 Bf1-d3 Bc8-b7  
 8 0-0 Qd8-e8

Black evidently intends to attack on the Kingside by 9... Qa8-h5 and 10... Nf6-g4—customary strategy in the Dutch Defence.

9 Qd1-e2! Nf6-e4

Foychik presents 10 e3-e4, and effects some welcome exchanges.

10 Bg5xe7 Ne4xe3  
 11 b2xc3 Qe8xe7

The exchanges have left White with a weakness in the form of a doubled Pawn on the Bishop file. As consolation, though, Capablanca has an open Knight file available to his Rooks, of which they make clever use.

12 a2-a4!

A witty presents move! It stops an unwelcome intrusion by 12... Qe7-a3, and also prepares to meet 12... Nb8-c6 with

13 Rf1-b1, and if then 13... Nc6-a5, 14 c4-c5 undoubles the Pawns by force at 14... b6xc5 15 Rb1-b5 is to White's advantage.

12 ... Bb7xf3

It seems illogical to give up a long-range Bishop for a less-active Knight, but Tartakover wanted to

avoid the variation given above. He trusted his remaining Knight to prove more effective than Capablanca's Bishop—but it is the Bishop that turns out to be the superior piece!

13 Qa2xf3 Nb6-c6

14 Rf1-b1 Ra8-a8

Instead of this routine move, Black might have tried the energetic 14... g7-g5, with a view to counter-attack.

15 Qf3-h3!

Stops Black from facing himself by 15... e6-e5, as 16 Bd3xf5 wins a Pawn—as a start. If then 16... Ra8-d8, to prevent loss of the exchange by 17 Bf5xd7, then 17 Qh3xb7+ Kg8-e7 18 Qh7-h5+ Kf7-g8 19 Bf5-h7+, and mate in two.

15 ... Rf8-f6

How too 15... g7-g5 offered better chances of counter-attack.

16 f2-f4!

Gets a firm grip on the square e5, restraining Black's King Pawn for a long time.

16 ... Ne6-e5

17 Qh3-f3

The Queen returns to f3, to dominate the long diagonal.

17 ... d7-d6

18 Rb1-e1

There being no more future for the Rook on the b-file, it returns to the center to support the break by 19 e3-e4, with an advantageous opening of the lines for White.

18 ... Qe7-g7

Black delays the advance of his g-Pawn, as this possible counter-attack does not attract him.

18 ... e6-e5 19 e3-e4 e5xd4  
20 e4-e5 Rf6-f7 21 c3xd4 Na5-b3  
22 e5xd6 Qa7xe1+ 23 Ralxe1  
Re8xe1+ 24 Kg1-f2, Re1-e8  
25 Qf3-c6, and White has good  
winning chances.

19 e3-e4!

White opens the position to give his pieces more scope.

This is how the board looks:



Position after 19 e3-e4!

19 ... f5xe4  
20 Qd3xe4 g7-g6  
21 g2-g3

White makes suitable preparation for the advance of his King Rook Pawn.

21 ... Kg8-f8  
22 Kg1-g2 Rf6-f7

Tartakover thought he might have done better with this line of play, which he pointed out after the game: 22 ... Qd7-c6 23 Ce4xc6 Na5xc6 24 e4-c6 (threatens to win the exchange by 25 Bc3-b5)

24 ... Re8-e7, whereby the Knight returns to the theatre of action.

23 f2-e4 d6-d5

This leads to an exchange of Queens, leaving White with a tiny advantage—but a tiny advantage is all that Capablanca wants!

There was an alternative, but not an appealing one in 23 ... Na5xc6 24 Bc3xc6 d6-d5 25 Bc4xd5 Qd7xd5 26 a4-a5, and the Queen Rook will soon have the a-file available to him.

24 e4xd5 e6xd5

25 Qa4xe8+

Capablanca is happy to reduce it to an ending, as he has a Bishop (which he prefers) to a Knight (which is stranded on the tr6[ane]).

25 ... Qd7xe8

26 Re1xe8+ Kf8xe8

## Ending 36

Position after 26 ... Kf8xe8

Tartakover



Capablanca to move

## Ending 36

White's positional advantage consists in having more space for his pieces, and in possessing a centralized Bishop opposing a Knight that is temporarily out of play.

It is true that Capablanca has a weak c-Pawn, and it will be interesting to see how he defends it against capture. (Or will he?)

Capablanca plans to activate his Rook (that has done nothing but watch the game quietly from a corner) by swinging it over to the h file, from where it may reach the all-important seventh rank.

27 ... h4 h5!



Yes, for ward on the toe.

27 ... Rf7-h6

The Rook sets out for the weakling, in preference to playing

27 ... g5-h5, after which there

would come 28 Ra1-h1 Ke8-f8

29 Rh1xh5, and White not only picks up the d-Pawn or the h-Pawn next move, but has set free his f-Pawn.

28 h5xg6 a7xg6

29 Ra1-h1

The Rook seizes the open file, aiming to zoom up to the seventh rank.

Black is helpless to prevent the invasion if

(a) 29 ... Ke8-e7 30 Rh1-h7+ Rf6-f7 31 Bd3xg6 wins a Pawn.

(b) 29 ... Rf6-f7 30 Bd3xg6 pins

the Rook.

(c) 29 ... Rf6-e6 (to counter-attack) 30 Bd3-b5 pins the Rook.

What a Bishop!

29 ... Ke8-f8

30 Rh1-h7

The seventh rank, the ideal location for a Rook!

The Rook is in position to attack any Pawn that has not yet moved, or to get behind any Pawn that has moved, and threaten it with capture.

More than that, the Rook is in possession of the 7th rank absolute which, says Nimzowitsch, means that the Rook confined the enfeebled King to the eighth rank. (One can see that the great masters were conversant with the Nimzowitsch theories long before he defined and published them.)

30 ... Rf6-e6

31 g3-g4!

This is much stronger than the tempting 31 Rh7-d3, after which there would follow, not

31 ... Re6xc3 32 Bd3xg6, but

31 ... Ne5-e4! This would hold

the position, 32 Bd3xc4 being met

by 32 ... Re6xc4, while

32 Bd7xc6 runs into a deadly

Knight fork.

31 ... Ne5-e4

The Knight must get back into the game, (lest Black be minus the services of a piece.)

Black naturally refrains from capturing the Bishop Pawn, as the reply 32 Bd3xg6 secures two connected passed Pawns for White.

32 g4-g5

Nails down the opposing Knight Pawn, and sets it up as a target for attack by 33 Rh7-h6 Kf8-g7 34 f4-f5.

32 ... Ne4-e3+

It is useless to throw a block in the Bishop's path by 32 ... Ne4-d2 33 Rh7-h6 Nd2-e4, as 34 c3-c4 will pry it open.

33 Kg2-f3

This shows the highly interesting stage of attack.



Position after 33 Kg2-f3

33 ... Ne3-f5

The consequences of 33 ... Ne3-f5 were, as Tartakover indicated, 34 Rh7-h6 Kf8-g7 35 f4-f5 Nd1xc3 36 Kf3-f4! Nc3-e4 37 Bc3xe4 d5xe4 38 f5-f6+ Rf6xf6+ 39 g5xf6+ Kg7xh6 40 Kh4xe4 Kh6-h7 41 Ke4-d5! Kh7-g8 42 Kd5-c6 g6-g5 43 Kd6xc7 g5-g4 44 d6-d5 g4-g3 45 d5-d6 g3-g2 46 d6-d7 g2-g1(Q) 47 d7-d8(Q)+ Kg8-h7 48 Qd8-e7+ Kh7-h6

49 Qe7-g7+ Qg1xg7 50 f6xg7 Kh6xg7 51 Ke7-b7 Kg7-f7 52 Kb7xa7 Kf7-e7 53 Ka7xb6 Ke7-d7 54 Kb6-b7, and White wins.

Tartakover's analysis convinced him that Capablanca would experience no trouble in finding the winning moves, though it involved bringing a Pawn down, and queening a move later than his opponent, so he changed his mind and played the text move (33 ... Ne3-f5).

34 Bc3xe4 g5xf5

Now comes as brilliant a move as ever was played in a Rook and Pawn ending a move that Capablanca must have visualized long before reaching this position.

In a simplified ending, where Pawns are worth their weight in gold, Capablanca gives away two of them! Furthermore, he lets Black capture them with checks!

35 Kf3-g3!

The King starts out for the square f6, an ideal position for assisting the Rook in mating threats and for helping the Pawn promote to a Queen (to say nothing of wreaking havoc among the neighboring Pawns).

35 ... Rf6xc3+

36 Kg3-h4 Rc3-f3

Black is intent on snatching up any Pawn that isn't nailed down.

An attempt to exchange Rooks instead would follow this course: 36 ... Rc3-c1 37 Kh4-h5 Rc1-h1+ 38 Kh5-g6 Rh1xh7 39 Kg6xh7 c7-c5 40 g6-g6, and the Pawn can not be headed off.



## Ending 36

37 g5-g6!

Once again Capablanca lets the Rook capture a Pawn with check!

In return, his King will advance closer to the magic-square f6.

37 ... Rf3xd4+

38 Kb4-g5

Attacks the Rook, and thereby gains a tempo.

Black is now two Pawns ahead, yet all is not well. He must guard against losing his Rook (or perhaps even suffer mate!) which could be the consequence of picking up another Pawn, thus: 38 ... Rf4xd4 39 Kg5-f6 Kf8 g8 (or 39 ... Kf8 e8. 40 Rh7-h8+ Ke8 d7 41 g6-g7, and Black must give up his Rook for the Pawn.) 40 Rh7-d7, and White mates next move.

38 ... Rf4-e4

This is the situation



Position after 38 ... Rf4-e4

39 Kg5-f6!

Note that White dismissed the capture of the f-Pawn. Now it acts as a buffer against annoying checks.

The King is beautifully placed

to support the passed Pawn, and incidentally to frighten Black with threats of mate.

39 ... Kf8-g8

40 Rh7-g7+ Kg8-h8

41 Rg7xc7

Captures a Pawn, and faces Black with three dire threats, to wit:

- (a) mate on the last rank,
- (b) promotion of the Knight Pawn,
- (c) loss of all his Pawns.

41 ... Re4-e8

42 Kf6xf5

Simple and strong, the energetic 42 Kf6-f7 would not yet have been decisive after 42 ... Re8-d8 43 g6-g7+ Kh8-h7, and Black continues either with 44 ... Rd8-g8 or 44 ... f5-f4.

42 ... Re8-e4

Black despairs of saving his a-Pawn, which would be lost after

42 ... a7-a6 43 Rc7-a7 b6-b5

44 a4-a5, while the attempt to do so by 42 ... Re8-a8 could lead to the pretty finish: 43 Kf6-e6 Rb8-g8 44 Rc7-a7 mate!

43 Kf5-f6!

Once again his threat of mate will give White time to collect a Pawn or two.

43 ... Re4-f4+

44 Kf6-e5 Rf4-g4

45 g6-g7+ Kh8-g8

Black dare not take the Pawn, the sad consequences being:

45 ... Rg4xg7 46 Rc7xg7 Kh8xg7

47 Kc6xd5 Kg7-f7 48 Kd5-d6

Kf7-e8 49 Kd6-e7 Ke8-e7

50 c4-d5, and the Pawn cannot be stopped.

48 Rg7xa7 Rg6-g1

47 Kc5xd5

For the two Pawns White sacrificed he has regained four!

47 ... Rg1-e1

48 Kd5-d6 Rc1-e2

49 d4-d5 Rc2-c1

50 Ra7-c7 Rc1-e1

51 Kd6-c6 Ra1xa4

52 d5-d6 Black Resigns

The continuation (for anyone still skeptical) would be 52 ... Ra4-d4 53 d6-d7 Rd4-e4+ (of course if 53 ... Kc8kg7 54 d7-d8(Q)+ wins) 54 Kc6-b7 Rcd4-d4 55 Kb7-c8, and the Pawn becomes a Queen next move.

Capablanca's clear-cut methodical play is so easy to understand that the whole ending is a marvelous piece of instruction, and a thing of beauty.

"A most impressive ending, surely one of the greatest Rook-and-Pawn finales of all time" (Im. Lasker).

## GAME 37

White J. R. Capablanca

Black F. O. Yates

New York, 1924

### King's Indian Defense

In the beginning—there is freshness and originality in the way Capablanca induces little weaknesses in Yates's position.

In the midgame—there is the beauty of logic in the superb technique with which Capablanca exploits these weaknesses.

In the endgame—there is imagination and genuine artistry in Capablanca's remarkable concept of winning a Pawn by having a Knight circle about it like a hawk, and then peep down to capture it.

Call it inspiration, or call it genius, it is a game which shows Capablanca at the height of his powers—a masterpiece of precision and beauty.

1 d2-d4 Ng8-f6

2 Ng1-f3 g7-g6

3 Nb1-c3

Most masters interpolate 3 c2-c4, but this time Capablanca prefers simple, sound development of the pieces to building up a Pawn center. It may not be the sharpest way of dealing with these new-fangled defenses, but it has its good points.

3 ... d7-d6

Evidently Yates wants to prevent 4 e2-e4, but the spirit of the *fianchetto* suggests 3 ... d7-d6 with the idea of attacking the center later by ... c7-c5, thereby increasing the power of the Bishop (at g7).

4 Bc1-f4 Bf6-g7  
 5 c2-c3 e4  
 6 h2-h3

'Not exactly necessary,' says Alekhine.

Nevertheless it is an excellent move, preventing as it does a good development of the Bishop by 6 ... Bc8-g4, and providing as well a retreat for his own Bishop at h2, in the event of an attempt to exchange it by 6 ... Nf6-h5.

6 ... e7-e6

A plausible attempt to attack the center, and free his game as well.

It is stopped by Capablanca in a highly original manner.

7 d4xe5!

'At first blush this makes a strange impression,' says Alekhine in the *Tournament Book*, 'but it is based on a profound concept of the position. White may permit his only Pawn to disappear from the center, inasmuch as he commands it efficiently with his pieces.'

7 ... Qd8-e6

This looks strong, as it threatens 8 ... Nf6-e4 with a triple attack on the pinned Knight.

But Capablanca disposes of the threat in a twinkling.

8 Nf3-e2!

Though termed by Alekhine 'an unpleasant defensive maneuver, forced by the threat of 8 ... Nf6-e4', this is a fine prophylactic move.

If now 8 ... Nf6-e4 9 Nc3-e4 d5xe4 10 c2-c3, and White remains a Pawn ahead.

8 ... Qd5xc5

9 Nd2-b3 Qc5-b6  
 10 Be4-e5!

Illustrates two threats. The obvious one is 11 Be5xf6 followed by 12 Nc3xd5, winning the d Pawn. Black's defence of the Pawn by 10 ... e7-e6 will hem in his Queen Bishop.

The subtle threat—well, we'll come to that in a moment.

10 ... e7-e6

Sticky necessity, but the alternative 10 ... Bc8-e6 11 Be5-d4 Qb6-c6 12 Nc3-c5 is none too pleasing.

11 Nc3-b5!

Now the threats against the Rook by 12 Nb5-c7, and against the Rook Pawn by 12 Be5-d4 force Black's rejoinder.

11 ... Nf6-e8

12 Be5xg7 Ne8xg7

This was carried out the subtle object of White's 10th move Bc4-e5!, the forced exchange of Black's handi-capped Bishop, the chief guardian of his black squares. As a consequence, their squares are weakened, and susceptible to attack, or occupation by White's pieces.

13 h3-h4!

This is not a wild attempt to play for checkmate.

White's threat, though, of opening the h file by h4-h5 (after suitable preparation) will induce Black to counter by ... h7-h6 or ... f7-f5.

This advance of another Pawn to a white square will further weaken his black squares.

13 ... e7-e6

14 Nc5 c3 Nbd5 c6  
 15 Bf1-d3 f7 f5

Yates evidently feared something like this: 16 h4 h5 Ng7xh5  
 17 Rh1xh5 g6xh5 18 Rd3xh7+  
 Kg8 g7 Bf1 18 ... Kg2xh7  
 19 Qd1xh5+ Kh7-g8 20 Qh5-g5+  
 Kg8x8 21 0-0 0, and mate follows:  
 19 Qd1xh5 Rf8-h8 20 Qh5-g5+  
 Kg7-f8 21 Qg5-h6+ Kf8-e7  
 22 0-0 0, and the King is exposed  
 to many threats, one of them  
 being 23 Rd1xh5. While he might  
 survive, it is not a position to  
 Yates's liking.

The move he plays though, is  
 anti-positional, as it imprisons the  
 Bishop behind a chain of Pawns, all  
 occupying white squares, and  
 further accentuates the weakness of  
 h's black squares.

16 Qd1-d2+

A triple-action move! It prevents  
 any counter-demonstration by  
 16... f5 e4, g4-e4 against a Queen  
 check in the event he plays Nc3-e4  
 and Ne4-c5, and clears the way for  
 Queen-g4e castling.

16 ... Nc8-e5  
 17 Bd3-e2 Ne5-c4

There was more resistance in  
 17 ... Bc8-d7 18 Qd2-d4 Qb6-c7  
 19 Qd4-f4 Rf8-c8 20 h4-h5  
 Ne5-c4 21 Nc3-d1 Qc7-d8, and  
 Black follows with 22 ... Qd8-f6  
 or 22 ... g6-g5, though it would  
 take the defensive genius of a  
 Steinitz or a Lasker, to uncover this  
 line of play over the board.

18 Be2xe4!

Well played! It is not evident at  
 this point that it is White who will

control the d-file after the exchange  
 of pieces, nor that the capturing  
 Pawn will be vulnerable at c4,  
 though it will have a stout defender  
 in the b-Pawn.

18 ... d8xc4  
 19 Qe2-c4 Qb6-e7  
 20 Qd4-e5!

White is confident that the exchange  
 of Queens will leave the recapturing  
 Knight out of play for a short time  
 only.

20 ... Qc7xc5  
 21 Nb3xc5

## Ending 37

Position after 21 Nb3xc5

Yates to move



Capablanca

Black is at a disadvantage in this  
 position.

His Knight is badly situated at  
 g7, and his Bishop is hampered by  
 the many Pawns (all seven of them!)  
 standing on squares of the same

## Ending 37

color, while the weaknesses of his black squares may bring him grief.

A win for White though, will not be easy. It will take meticulous play, combined with a beautiful tactical device known to problemists as *The Knight Offer* to bring in a Pawn as the first fruit of victory.

21 ... b7-b6

Black must dodge the annoying Knight if his Bishop is to come into play.

22 Ne5-e4 Rb8-b8

23 0-0-0

Threatens 24 Rd1-d6, the prevention of which accounts for Black's next two moves.

23 ... b6-b5

24 Na4-c5 Rb8-b6

25 a2-a4

Very good indeed! White intends to break up the chain of Pawns on the Queen-side, and create targets for his Knights.

25 ... Ng7-b5

Black tries to improve his position, fails de misère.

He does not care for 25 ... b5-b4 26 Nc3-e2, nor does 25 ... Rb6-c6 look inviting, a plausible continuation being 26 Nc5-d7 Bc8d7 (any move of the King Rook costs the exchange) 27 Rd1xd7 b5-b4 28 Nc3-e2 Rb8-e7 29 Rh1-e1 Rb6-c7 30 Rd7xc7 Rr7xc7 31 Rd1-d6 a6-a5 32 Ne2-d4 e6-e5 33 Nd4-c6, and White wins a Pawn.

26 b2-b3

Now 26 Nc5-d7 does not have the same impact, as Black defends.

civility by 26 ... Bc8d7

27 Rd1xd7 Rb8-f7 28 Rh1-d1 Nf5-f6, and banishes White's Rook from the seventh rank.

26 ... c4xb3

Practically forced, White's threat being 27 a4-a5 Rb6-c6 28 b3-b4, and the Knight stands like a rock.

27 c2xb3 b6a4

28 Nc3xa4 Rb6-e6

29 Ke1-f2 Nf5-f6

30 Rd1-d2 a6-a5

At last a Pawn moves to a black square!

This relieves the Bishop of the task of defending it, and also allows the Bishop some elbow-room.

Black advanced the Pawn as he feared its loss by 31 Rh1-d1 followed by 32 Rd2-d6, and as Alekhine points out, 'It was not easy to be foreseen at this point in just what manner White could capture it.'

31 Rh1-d1 Nf5-e5

Just in time to keep the Rook out!

32 g2-g3

A little precaution against counter-play by 32 ... f5-f4.

32 ... Rf6-f7

33 Nc5-e3!

The Knight is headed for c4, where it can attack the isolated Rook Pawn.

33 ... Rf7-b7

34 Nc3-e5 Rb8-c7

35 Rg2-d4

Of course not 35 Ne5-e4 at once, as the Knight would be snapped off

instantly.

35 ... Kg8-g7

36 e3-e4 f5xe4

37 Rd4xe4

The exchange of Pawns has saddled Black with another weakness, the isolated e-Pawn, to add to his troubles.

37 ... Rb7-b5

Hoping to double Rooks on the b-file.

38 Ra4-e4

But he isn't given time to do so, at 38 ... Rc7-b7 would leave the Bishop en prise.

38 ... Rc7xe4

39 Na5xc4 Bc8-d7

The Bishop finally makes an entrance after waiting in the wings for 38 moves.

This is the position:



Position after 39 ... Bc8-d7

Capablanca's Knight (at e4) now takes five moves to circle about like a hawk, and then swoops down on Yate's e-Pawn!

*This beautiful, original way of*

wiping a Pawn had never before occurred in actual play.

40 Na4-c3

White attacks the Rook, and does so four times in succession.

The poor Rook tries to evade the Knight, while still keeping in touch with the e-Pawn.

40 ... Rb5 c5

Forced, at 40 ... Nd5xc3

41 Rd1-e2+ loses a piece for Black.

41 Nc3-e4 Rc5-b5

42 Na4-d6 Rb5 c6

43 Nd6-b7 Rc6-e7

No better is 43 ... Rc5 b5, as the Pawn is now attacked by both Knights.

44 Nb7xa5

Being a Pawn ahead usually means that the rest is a matter of technique, but Capablanca's technique in converting an advantage in material into a win is always a priceless lesson in endgame play.

Yate puts up his customary hard fight, hoping that he can bring the position to a stage where his opponent will remain with only two Knights against his King, and be unable to enforce mate.

44 ... Bd7-g5

45 Na4-d6 Bb5-d7

The Bishop must stay on the diagonal leading to e8 to prevent a Knight fork, and 45 ... Bb5-c6 fails after 46 Rd1-e1 Nd5-e7 47 Nd6-e8+, and White wins the exchange.

46 Na5-c4 Rc7-a7

47 Nd6-e4 h7-h6

## Ending 37

48 f2-f4

This stifles Black's attempt to simplify by 48 ... g6-g5

49 ... Bc7-e8

49 Ne4-e5 Rg7-e8

50 Rc1-e1 Bc6-f7

51 Rc1-c6

Though nothing is threatened, White exerts pressure on the position.

Notice that Capablanca makes no effort to advance the passed Pawn, until adequate preparations have been made for its safety.

51 ... Bf7-g8

52 Ne4-c5

This seems to let Black's King into the game, but if 52 ... Kg7-f6

53 Nd5-g4+ will force the King to abandon either the h-Pawn or the e-Pawn.

52 ... Rd8-e8

Necessary to save the e-Pawn, but it restricts the Rook to a closed file.

53 Rc6-e6 Re8-e7

54 Kb2-a3 Bg8-f7

55 b3-b4 Nd5-c7

Black tries to whip up some sort of counter-attack, at passive resistance lets the Pawn march up the board to win.

This is the state on the board.



Position after 55 ... Rd8-e7

56 Rc6-c8 Nc7-b5+

Yielding to the impulse to drive the Rook off by 56 ... Bf7-e8 would allow White to finish neatly by 57 Rb6e7 Rg7xc7 58 Nd5xe6-Kg7-f6 59 Nd6xc7, and White has won a piece (and the removal of the Bishop next move leaves an elementary win).

57 Ka3-b2 Nb5-d4

58 Rc8-e8 Bf7-e8

Otherwise 58 Nd5-e6 would force an exchange of minor pieces and lighten White's task.

59 g3-g4 Kg7-f6

60 Nc5-e4+ Kf6-g7

61 Ne4-d6

The Knights continue to gain ground, slowly but inexorably.

White's move involves a threat 62 Nd6xe8+ Rg7xe8 63 Ra6-a7+ and the King must abandon the Knight Pawn or suffer mate (after 63 ... Kg7-f6 by 64 Ra7-f7+).

61 ... Bc8-b5

62 Ra6-e5 Bb5-f1

Practically the only spot for the Bishop, other moves losing thus:

(a) 62 ... Bb5-c6 63 Kb2-c3,

(b) 62 ... Bb5-d7 63 Ra5-a7,

(c) 62 ... Bb5-c6 63 Nd6a8+, as in the previous note.

63 Ra5-a8 g6-g5

Black gives up a Pawn to invert the mate threatened by 64 Nd6-e8+

Kg7-h7 65 Ne8-f6+ Kh7-g7

66 Ra1-g1+ Kg7x16 67 Rg8xg6 mate!

If instead 63 ... Bf1-b5 (to prevent check at e8) the procedure would be 64 Kb2-c3 Nd4-e2+ 65 Kc3-c2 Nc2-d4 66 Kd2-c3 Nd4-c2+ 67 Ke3-e4, and White pauses for a reply

64 f4xg5 h6xg5

65 h4xg5!

And thereby renews the threat of finishing off with 66 Nd6-e8+

Kg7-h7 67 Ne8-f6+ Kh7-g7

68 Ra3-g3 mate.

65 ... Bf1-g2

Parriles the mate by attacking the Rook.

The Rook must stay on the eighth rank to enforce the mate, but where can it go? If 65 Ra8-b8

(or to c8) 66 ... Nd4-c6 disposes of one of the troublesome Knights, while 66 Ra8-c8 is met by

66 ... Bg2-b7, banishing the Rook.

66 Ra8-e8! Re7-e7

O: 66 ... Re7xc6 67 Nd6a8+

Kg7-f8 68 g5-g6 with a quick win.

67 Re8-d8

Clears e8 for the Knight.

67 ... Nd4-c6

68 Nd6-e8+ Kg7-f6

69 Ne8xc7+ Ne6xd8

70 Kb2-c3 Bg2-b7

71 Kc3-d4 Bb7-c8

72 g5-g6 Nd8-b7

73 Ne7-e8!

A bit of cat-and-mouse stuff. If

73 ... Kf8xe8 74 g6-g7 and finish.

73 ... Ne7-d8

74 b4-b5 Kf8-g8

75 g4-g5 Kg8-f8

76 g6-g7+ Kf8-g8

77 g5-g6 Black Resigns

Mate will follow by 78 Kd4-e3,

79 Ne5-g4, and 80 Ng4-h6.

Capobianco's exploitation of a positional advantage was carried out with accuracy and artistry.



## GAME 38

White: J. R. Capablanca

Black: Em. Lasker

New York, 1924

*Siege Defence*

Capablanca's defeat of Dr. Lasker is one of the most dramatic games ever played between masters of World Championship calibre kept the spectators breathless with suspense and excitement.

It was a gigantic struggle between Lasker, holder for 27 years of the title of World Champion, hero of a thousand battles, and the greatest fighter ever produced by the game of chess, and Capablanca, the new Champion of the World, whose incomparable technique and smooth crystal clear style made chess look like an easy game and not a bitter struggle.

It was a notable victory for Capablanca—worthy of the contestants and the occasion, and earned him a prize for brilliant play.

It was the only game lost by Lasker, who was then at the height of his powers, as evidenced by his winning first prize in so strong a tournament. The competition included such outstanding masters (besides Capablanca) as Alekhine, Marshall, Réti, Bogolyubov, Tartakover, and Maroczy.

The ending, conducted by Capablanca with classical precision, is in keeping with this great game, and eminently worthy of the masters engaged in its intricacies, undoubtedly the two finest endgame players of all time.

1 d2-d4 Ng8-f6

2 c2-c4 c7-c6

3 Nb1-c3 d7-d5

4 e4xe5

Capablanca tries this move, which Marshall had played against Lasker in a previous round. Marshall obtained a winning position, but lost his way in the complications: Lasker wriggled out of his grasp, eventually giving up his Queen to force a draw by stalemate, a rarity in actual play.

4 ... e6xe5

5 Ng1-f3 Nb8-c6

6 Bc1-f4 e7-e6

Out of the multitudes of moves worthy of consideration, such as 6 ... Bc8-f6, 6 ... Qd8-e5, 6 ... Qd8-b5, or 6 ... Nf6-e4, the text is the safest.

7 e2-e3 Bf8-e7

This leads to a full-bodied game, in keeping with Lasker's style, whereas 7 ... Bf8-d6 allows an exchange of Bishops which not only simplifies the position, but leaves Black with the inferior Bishop.

8 Bf1-d3 0-0

9 0-0 Nf6-e5

Clearly aiming to eliminate one of the Bishops.

10 Bf4-e5!

This will force a break in Black's

Pawn position on the King-side, whereas 10 Bf4-g3 Nh5-g3 11 h2-g3 allows Black to go undisturbed about his business on the other side of the board.

10 ... f7-f5

This is an imp-essment on 10... Ne5xe5 11 Ne3xe5 Nh5-f6 12 f3-f4 g7-g8 13 Qd1-f3, which enabled Marshall to whip up an irresistible Kingside attack against Janowsky in their 1808 match.

Still better though, is

10 ... f7-f6, forcing the Bishop back to g3, the wild 11 Nf3-g3 being met by 11 ... Qd8-e8 12 Ng5xh7 1/1 12 8d3xh7+ Kc8-h8 13 Qd1-b1 f6-f5, and the gates are closed for the impetuous Bishop!

12 ... f6xe5 13 Nh7xh8 Be7xh8 14 Ne3-b5, Qe8-f7, and White has no attack to compensate him for the material so rashly given up.

11 Ra1-e1 Nh5-f6

The Knight returns, looking to anchor itself at e4, a strongly supported outpost.

12 Be5xf6

Man proposes, but Capablanca disposes!

12 ... g7xf6

The best of the three ways to recapture, as 12 ... Rf8xf6 is met by 13 Nf3-e5, while 12 ... Be7xf6 allows 13 Ne3-e4 followed by 14 Na4-c5 with great pressure on the c-f/a, and the circumambient territory.

Capturing with the Pawn assures Black of control of the e5 square, and keeps any would-be intruders at bay.

13 Nf3-h4

The purpose could be to bring the King Rook into active play by 14 f2-f4 and 15 Rf1-f3, or to start a bicornet attack (à la Alekhine) by 14 g2-g4.

13 ... Kc8-h8

14 f2-f4 Rf6-g6

15 Rf1-f3 Bc8-d7

16 Rf3-h3

A veiled threat of 17 Qd1-h5, followed by 18 Nh4-g6+ and 19 Qh5xh7 mate.

16 ... Bc7-e8

Which Lasker easily shrugs off!

17 a2-a3

Just a little precaution. If White plays 17 Qd1-c2 at once, with a vice to a powerful eruption by 18 Nh4xe5, the reply 17 ... Nc6-b4 would remove a valuable Bishop.

17 ... Rg8-g7!

Black is on the defensive. Not only is this a good defensive move, guarding the vital h-Pawn, but it clears the way for an attacking maneuver by ... Bc8-f7 and ... Qd8-g8.

The a few things look.



Position after 17 ... Ng6-g7!

18 Rh3-g3 Rg7xg3

19 h2xg3

Capablanca does not mind the doubling of his Pawns. In return he has an open Rook file for the convenience of his pieces.

19 ... Ra8-c8

20 Kg1-f2

And acts on it accordingly! The King steps aside, so that the Rook can swing over to the open file.

20 ... Ne6-e5

The Knight is on his way to e4, where he can exert pressure on the Queen side.

21 Qd1-d3 Ne5-e4

If White should now play

22 Nc3-d1, to protect the b-Pawn,

the continuation 22 ... Ne4xb2

23 Rclxc8 Nb2xd3+ wins two Pawns for Black.

22 Qf3-e2 Ne4-d6

If there is one strategic concept that is the secret of much of Lasker's success, it is his faith in the

power of centralization.

A careful study of Lasker's games shows that Lasker never embarks on quixotic adventures, no matter how strong the temptation, but centralizes his pieces instead (where their strength for attack and defence is at the maximum) and awaits developments.

23 Rc1-h1 Ne6-e4+

This is premature, according to Alekhine, and should be played after White's thrust 24 g2-g4, as then the Queen could not reach g4 (after the exchange by 25 Bd3xe4 f5xe4).

The play could go like this: 24 g3-g4 Ne6-e4+ 25 Bd3xe4 f5xe4 26 f4-e5 Bc8-17 27 Nh4-g6+ Kh8-g7 28 Ng6-f4 Qd8-d7, and Black can hold the fort.

24 Bd3xe4 f5xe4

If 24 ... d5xe4 25 g3-g4 f5xg4, and White has the pleasant choice of pursuing the attack by 26 f4-e5, or by 26 Qe2xg4 f6-f5 27 Nh4xf5

25 Qe2-g4 f6-f5

Practically forced, as after

25 ... Rc8-c8 26 f4-e5 e6x-f5

27 Qg4xf5, White has good winning chances.

# Ending 38

Position after 25 ... f6-f5

Look!



Capablanca to move

If White has any advantage in this position, it is not apparent to the naked eye. True, his Rook commands an open file leading to the King, but how to make use of it? If the Queen (which is attacked) moves to h3, the reply

26 ... Be7xd4 27 Qh3xd4 (the capture by 27 g3xd4 closes the file) 27 ... Qd8xd4 disposes of any danger to the King, while if White's first move is to retreat the Queen by 26 ... Qg4-e2, he loses a Pawn by 26 ... Be7xc3 27 h2xc3 Rc8xc3.

Capablanca therefore evolves a plan, whereby he sacrifices a Knight for a couple of Pawns, not for the sake of launching an attack, but to effect a transition to a favourable endgame.

He visualises, too, a change in the fortunes of his Pawns. Whichever they now seem to be condemned to inactivity, Capablanca's next

few moves will make them spring to life, much as in the game against Bogolyubov at London in 1922 (see Game 34):

26 Nf4xf5! e6xf5

27 Qg4xf5 h7-h5

28 g3-g4

Considerably stronger than 28 Nc3xd5 (which allows Black at least a draw by 28 ... Rc2-c2+ 29 Kf2-g1 Rc2-c1+, and an exchange of Rooks), this intensifies the attack, provides a flight-square for the King at g3, and maintains the option of capturing the d-Pawn (A great deal for one little Pawn push to accomplish.)

28 ... Rc8-e8

The Rook takes up a good defensive post.

29 g4-g5

Even stronger was 29 Nc3xd5 (as indicated by Capablanca himself) with this continuation...

29 ... Rc2-c2+ 30 Kf2-g3 h5-h4+

31 Kg3-h3 Qd8-e6 32 Qf5-e5+

Qd8xe5 33 d4xe5 Be7-d8

34 Rh1-d1 Rc2xb2 35 e5-e6, and White wins.

Another line, analyzed in the Tournament Book, goes as follows:

29 Nc3xd5 Be7-h4+ 30 g2-g3!

Rc8-c2+ 31 Kf2-g1 Rc2-c1+

32 Kg1-g2 Rc1-c2+ 33 Kg2-h3

h5xg4+ 34 Kh3xg4! Be8-d7

35 Rh1xd4+ Qd8xd4+ (or

35 ... Kh8-g8 36 Nd5-f6+

followed by 37 Qf5xd7 wins, while

on 35 ... Kh8-g7 36 Rh4-h7+

does likewise) 36 g3xh4 Bd7xf5+

37 Kg4xf5 Rc2xb2 38 Kf5-e6! Kh8-g7

39 h4-f5 Kq7-f8 40 h4-h5 Rh2-a2

### Ending 38

41 f5-f6 Ra3xa3 42 h5-h6 Ra3-a6+  
43 Ka6-f5 Kf8-g8 44 Nd5-e7+ and  
wins (after 44 ... Kg8-f7 45 h6-h7  
Ra6xf6+ 46 Kf5-g6 Kf7-g7  
47 h7-h8(Q)+ compels the King to  
abandon the Rook).

29 ... Kh8-g8

A more accurate defence (according  
to both Alekhine and Capablanca)  
was 29 ... Rc6-d6, after which  
30 g2-g4 Kh8-g8 31 g4xh5 Qc8-d7  
32 Qf5xd7 Bb8xd7, and Black's  
Bishops could withstand the pres-  
sure of the passed Pawns.

30 Nc3xd5

White could have brought about the  
foregoing variation by playing  
30 g2-g4, but prefers to eliminate  
one of the Bishops.

30 ... Bb8-f7

31 Nd5xe7+ Qc8xc7

32 g2-g4 h5xg4

Lasker misses (or disdains) a draw-  
ing chance (according to the indef-  
atigable Alekhine) with that line:  
32 ... Rc8-c2+ 33 Kf2-g3 (but not  
to f1 or g1, when 33 ... Qc7-c7  
subjects him to a mating attack by  
... Rc2-c1+ and ... Qc7-c2+)  
33 ... Rc2-c2 34 g5-g6 h5-h4+  
35 Rh1-ah4 Ra3xe3+ 36 Kg3-g2  
(of course not 36 Kg3-f2 Qc7-ah4+  
37 Kf2xe3 Qh4-e1 mate!—  
beautiful!) 36 ... Rc2-e2+  
37 Kg2-f1 Ra2-e1+, and Black  
draws by perpetual check.

A picture of the position would seem to  
be in order:



Position after 32 ... h5xg4

33 Qf5-h7+ Kg8-f8

34 Rb1-h6 Bf7-g8

The exchange of Rooks seems safe  
enough, a plausible combination  
being: 34 ... Ra6xh6 35 Qh7-ah6+  
Kf8-g8 36 g5-g6 Bf7-b3 (but not  
36 ... Bf7-e6, when 37 g6-g7 wins  
a piece for White, as the Queen  
must capture the Pawn) 37 h4-h5  
Qc7-c7!, and if 38 f5-f6,  
38 ... Qc7-c2+ 39 Kf2-g3 Qc2-c7+  
40 Kg3-f2 (but not 40 Kg3-g4,  
when 40 ... Bb3-c6+ triggers a  
mating attack) 40 ... Qc7-c2+, and  
White cannot escape the perpetual  
check.

35 Qh7-f5+ Kf8-g7

If 35 ... Kf8-e8 36 Rh6xc6 b7xc6

37 Qf5-c8+ wins a Pawn, while

35 ... Bg8-f7 is unthinkable, the  
penalty being a mate in two.

36 Rh6xc6 b7xc6

37 Kf2-g3

'A skilled King,' says Tal, takeover.

This is definitely a better move

than 37 Qf5xg4, when 37 ... c6-c5 offers good drawing chances. If then 38 f4-f5 Qe7-b7 is the reply, or if 38 d4xc5 Qe7xc5 39 f4-f5 Qc5-c2+ 40 Kf2-g3 Qc2-c8, and the open position should assure Black of saving the game.

37 ... Qe7-e6

This move leads to a lost endgame. Both Alekhine and Capablanca agree that Black might still have drawn by this line of play:

37 ... Bg8-f7 38 Qf5xg4 (or 38 b2-b4, the reply is 38 ... Qe7-e6, and the capture by 39 Kg3xg4 fails, as 39 ... Bf7-h5+—a finesse possibly overlooked by Lasker—wins the Queen) 38 ... c6-c5! 39 f4-f5 Qe7-d6+ 40 Qg4-f4 Qd6xc4+ 41 Kg3xf4 c5xc4 42 Kf4xe4 (or 42 a3xd4 Bf7-d5, and White's King is tied to the enemy King Pawn for ever after) 42 ... d4xc3 43 Ke4xc3 Bf7-b3!, followed by 44 ... a7-a5 and 45 ... a5-a4 38 ... Kg3xg4!

Lasker missed this move in his earlier calculations, whereas Capablanca must have anticipated this hidden resource when he played g3-g4 at his 20th move.

The rest may be a matter of technique, but it is conducted by the World Champion with his own touch of elegance (and of course deadly accuracy):

38 ... Qe6xc5+

Black must exchange, as an attempt to counter-attack, say by 38 ... Qe6-c4, is brusquely defeated by 39 Qf5-h5+, and mate at h6.

39 Kg4xh5 Bg8-d5

Let's have another diagram.



Position after 38 ... Bg8-d5

40 b2-b4 a7-a6

41 Kf5-g4

Clearance for the Pawn's advance, and more accurate than 41 Kf5-e5 Kg7-g6 a2-Ke5-d6 Kg6-g5.

43 a3-a4, which should win eventually—but Capablanca never wastes a single move if he can help it.

41 ... Bc5-e4

42 f4-f5 Bc4-b3

43 Kg4-f4 Bb3-c2

44 Kf4-e5 Kg7-f7

45 a3-a4! Kf7-g7

The Black Bishop can't dance at two weddings, not to mention three (Em. Lasker).

If 45 ... Bc2xc4 46 Ke5xc4, and the three passed Pawns will be an irresistible force meeting an irresistible object.

46 d4-d5!

Capablanca is determined to secure one more passed Pawn, one way or

## Game 38

another!

46 ... Bc2xa4  
or 46 ... c6xd5 47 Kc6xd5 Bc2xa4  
48 Kd5xa4, followed by 48 Kc4-H  
and e3-e4, e4-e5, e5-e6, and Kf4-e5  
with an easy win.  
47 d5-d6 e6-e5

Necessary... if the Bishop is to stop  
the Pawn...

48 b4xc5 Bc4-c6  
49 Kc5-e6 e6-e5  
50 f5-f6+ Black Resigns

## GAME 39

White J. R. Capablanca  
Black E. Réti  
New York, 1924

### French Defence

Capablanca was out for blood in this game. If there was one man he had to beat, it was Réti, for it was Réti, who had defeated him in sensational style in the fifth round of the tournament.

News of this upset had caused great excitement, and word was flashed to every corner of the world that the mighty Capablanca had lost a game—his first loss in eight years!

In the opening and midgame of this encounter, Capablanca could make little impression, and create no winning chances against Réti's carefully-conducted defence.

But it was in the ending (Réti's particular *métier* both as player and composer of artistic endings) that Capablanca fashioned a win out of a position that looked for all the world like an easy draw—an elegant win out of pure air.

1 e2-e4 e7-e6  
2 d2-d4 d7-d5

3 Nb1-c3

White has a great deal of choice at this point.

(a) 3 e4xd5, Morphy's preference,  
(b) 3 e4-e5, favoured by Steinitz  
and Nimzowitsch.

(c) 3 Nc1-d2, the Tarrasch variation  
(popular nowadays).

(d) 3 Nb1-c3, the Classical variation,  
generally chosen by Capablanca.

The Knight comes into play without blocking the Bishop's development, protects the King Pawn, and maintains the tension in the center.

3 ... Ng2-f6  
4 Bc1-g5 Bf8-e7  
5 e4-e5 Nf6-d7  
6 Bg5xe7

I could not possibly imagine Capablanca venturing on 5 h2-h4, the Althine Chataud attack, which offers a Pawn for the sake of a

quick King-side attack.

A brilliant illustration of this is the Alekhine-Fahmi game, played at Mannheim in 1914, its first introduction in a Master Tournament.

6 ... Qd8xe7  
7 Qd1-e2

A strong move, though the theoreticians prefer 7 f2-f4 supporting the King Pawn, so that 7 ... c7-c5 can be met by 8 d4xc5. This would enable White to use d4 as a base for his Knights.

7 ... 0-0  
8 f2-f4 c7-c5  
9 Ng1-f3 Nb8-c6  
10 d4xc5!

Best, as casting allows counterplay by 10 ... c5-c4.

10 ... Nd7xc5  
11 Bf1-d3 f7-f6  
12 e5xf6 Qe7xf6  
13 g2-g3 Be8-d7

Black misses an opportunity to equalize by 13 ... Nc5xd3+  
14 Qd2xd3 Be8-d7 15 0-0 Re8-c8  
16 Ra1-e1 Bd7-e8, as in the game (played many years later) Bronck-Christoffel, Zurich, 1961.

14 0-0 Nc5xd3  
15 e2xd3 Bd7-e8  
16 Rf1-e1

Fixes his attention on the King Pawn, the only weakness in Black's position.

16 ... Be8-g8  
17 Nc3-b5

Either an oversight (strange as that might seem) or a transposition of moves.

The proper order was 17 Nf3-e5, so that after 17 ... Nc5xe5  
18 Re1xe5, the square d4 is made available for the remaining Knight who can reach it by way of b5 or e2. It would be difficult for Black to get out of that bind.

17 ... e6-e5

Capablanca may have overlooked that 18 Nf3xe5 Nc5xe5 19 Re1xe5 loses a piece by 19 ... Qf6-b6+.  
18 Nb5-c3 d5-d4

'Useless finessing,' says Alekhine, who suggests instead 18 ... e5xe4  
19 Nc3xe5 Qf6-d6 20 Nd5xc4 Bg8xc3!, as depriving White of every hope of winning.

19 Nc3-e4 Bg8xe4  
20 Re1xe4 e5xe4  
21 Re4xf4 Qf6-d6  
22 Ra1-e1 Rf6xf4  
23 Qd3xc4 Qd6xc4

Rf6 simplifies at once—to hit sword.

The safer line (though it was hard to foresee) was 23 ... Qd6-d5  
24 Qe4-e4 Re8-d8! (but not 24 ... Qd5xa2 25 Nf3-g5 g7-g6 26 Qe4-h4 h7-h5 27 Qh4-e4, and White wins, as after 27 ... Kg6-g7 there follows 28 Re1-f1 (threatens 29 Rf1-f7), and mate in two)  
28 ... Nc5-d8 (on 28 ... Ra8-b8 29 Ng5-e6+ is decisive) 29 Qe4-e7+ Kg7-h6 30 Qe7-f8+ Kh6-g5 31 Qf8-h4 mate).  
24 g3xf4



## Ending 38

The difference is that the capturing Pawn will lend support to the Knight when it settles on e5.

24 ... Kg8-f8

Clearly intending to follow up with 25 ... Ra5-e5, to dispute possession of the King file.

## Ending 39

Position after 24 ... Kd8-f8

Ref:



Capablanca to move

White's three isolated Pawns would seem to indicate that he has won the better of the position, except for the fact that they are immune from attack.

Capablanca, on the other hand, has a ready target in the e-file: the Queen Pawn whose defence will tie down Black's pieces, and give them no opportunity to become obstreperous.

His first move is evident enough:

...

25 Re1-e4 Ra8-e8

Indirectly defends the Pawn, as 26 Nf3-e4 loses instantly by 26 ... Re5xe4. 27 Nd4xc6 (if 27 d3xe4 Nc6xd4 wins a piece) 27 ... Re4-e2, while the exchange by 26 Re4xe8+ is pointless as it forfeits White's advantage in position.

Despite this, Alekhine disapproves of Black's last move, and recommends instead 25 ... Ra8-d8, and if 26 Nf3-g5 in reply, the simple 26 ... Kf8-g8 suffices.

26 Kf1-e2 Kf8-g8

Also, says Alekhine, 26 ... Re5xe4 27 c3xe4 Nc6-b4 28 Nf3xd4 Nb4-c3+ (if 28 ... Nb4xc2 29 Nd4-c2 etc.) 28 Kf2-c3 Nd3xb2 30 Nd4-e6+ Kf8-g8! 31 Ke3-d4!, would have been more than questionable for Black. After the text move, Capablanca forces the win in an elegant manner.

27 Nf3-e6

Now White threatens a winning simplification by 28 Ne5xc6 Re5xe4 29 c3xc4 b7xc6 30 b2-b4 (to isolate the Queen Pawn) 30 ... Kf8-e7 31 Kf2-e2 Ke7-d6 32 Ke2-d3 d6-d5 33 b4xc6+ Kd6xc5 34 14-15!, and Black runs out of moves, thus: 34 ... R6-f5 35 h2-h4 a7-a6 36 a2-a3 a6-a5 37 a3-a4 and it's all over.

27 ... Ne5xe6

It was either this, or 27 ... Re8-d8, when 26 Ne5xc6 b7xc6 29 Re4-e5 (to restrain the Bishop Pawn) followed by 30 Kf2-f3 and 31 Kf3-e4, and a win for White is in sight.

28 Kd4e5

And a passed Pawn appears on the scene!

28 ... Kf8-f7

29 Kf3-f3

The King assumes a dominating position, intending eventually to reach the key square... e4.

Black, in contrast, is hampered by the passed Pawn, which requires his constant attention. ('The passed Pawn,' says Nimzowitsch, 'is a criminal, who should be kept under lock and key. Mild measures, such as police surveillance, are not sufficient.')

This is the position on the board.



Position after 29 Kf3-f3

29 ... Re8-d8

What else was there against White's threats of 30 Ke3-f4... or 30 Re4-e1 followed by 31 Kf3-e4?

If 29 ... g7-g5 30 Re4-e2 Kf7-e8 31 Kf3-e4 Re8-f8 (to prevent 31 Re2-f2 and Rf2-f6+) 32 Kd4-d4 Rf8-f6+ 33 Kd4-c5, and White wins easily enough.

Or if Black tries a King move, he

is driven back with loss of time, e.g.

29 ... Kf7-g6 30 Re4-g4+ Kg6-f7

31 Rg4-f4+ Kf7-g6 (or

31 ... Kf7-e6 32 Rf4xd4) and

Black must not touch the King Pawn on pain of losing his Rook!

32 Kf3-e4 Re8-d8 33 e5-e6!

and Black is helpless against the multitude of threats following

34 Ke4-e5

35 Re4-g4 g7-g5

36 a2-b4!

'White is in no hurry,' says Fine.

31 ... Kf7-g6

32 h4xg5 h8xg5

Black has also acquired a passed Pawn—but it's a harmless little one.

33 Kf3-e4 Kg6-h5

34 Rg4-g1 Kh5-h4

35 e5-e6 g5-g4

36 e6-e7!

An artistic touch, in keeping with this fine ending, and more appropriate than the pedestrian 36 Ke4-e5 followed by 37 Ke5-f6.

38 ... Black Resigns

The position at this point:



Position after 38 e6-e7

## Game 40

Reti, a composer of beautifully subtle endgames, does not need further demonstration, but gracefully concedes.

For us lesser mortals, though, the continuation is appended:  
36 ... Rd8 e8 37 Ke4 f5! Re8x7 (certainly not 37 ... g4-g3, when sudden death follows by 38 Rg1h1 mate) 38 Rg1xg4+ Kh4 h5 39 Rg4xd4 Re7-e2 40 Rd4-b4! b7-a8 41 d3 d4 Kh5-h6 42 d4-d5

Kh6-g7 43 Rb4-e4! (to enable White's King to reach e6 and assist the Pawn) 43 ... Re3xb2 44 Kh5-e6 Rb2xa2 (or 44 ... Kg7-f8) 45 Ke6-d7 followed by 46 Re4-f4+ will banish the King from the vicinity of the Pawn) 45 d5-d6 a7-a5 46 Ke6-e7, and White wins, as Black's Queen side Pawns are too far back to cause any trouble.

A little jewel of an ending!

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## GAME 40

White J. R. Capablanca

Black W. P. Shipley

Simultaneous Display, Philadelphia,  
1924

### French Defence

Even in simultaneous play, where he had only a few seconds to consider each move, Capablanca managed to run out a goodly number of masterpieces.

Personal friends were not spared, nor those of high reputation in the chess world.

In the game for example, Capablanca furnishes his lifetime friend Walter Penn Shipley, 'The Dean of American Chess for several generations', with an invaluable lesson in the ancient and honorable art of Pawn play.

1	e2-e4	e7-e6
2	d2-d4	d7-d5
3	Nb1-c3	Ng8-f6
4	Bc1-g5	Bf8-b4

The McCutcheon variation, a sharp

line of play whose drawback is that the exchange of the King Bishop leaves Black's Kingside weakened.

5 e4xd5

Players who rejoice in either side of the French can indulge themselves in the complexities attendant on 5 e4-e5 h7-h6 6 Bg5-d2 Bb4xc3 7 b2xc3 Nf6-e4 8 Qd1-g4 Ke8-f8 9 h2-h4, and the double edged nature of the position would make a computer despair.

6 ... Qd8xd5

6 Bg5xf6 Bb4xc3+

If 6 ... g7xf6 (to hold on to the two Bishops for a while) the continuation 7 Qd1-d2 Qd5-e5

8 Ng1-e2 Nb8-d7 9 Ne2-c1 Nd7-b6 10 Nc1-b3 Qa5-g5 11 a2-a3 Qg5xd2+ 12 Ke1xd2 Bb4-e7

13 Bf1 b5+ c7-c6 14 Bb5-d3  
Bc8-d7 15 Nb3-c5 0-0-0  
16 Nd5xd7 led to a complicated  
midgame and an eventual win for  
White in the game Capablanca-  
Bogolyubov, New York, 1924.

Worthy of consideration though  
(after 6 ... g7xf6) is 7 Ng1-e2  
Nb8-d7 8 a2-a3 Bb4xc3+ 9 Ne2cc3  
Qd5-a6 10 Qd1-f3 c7-c6 11 0-0-0,  
and Black has trouble mobilizing his  
pieces, as occurred in the game  
Vila-Mordragon at Szeged in 1970.

7 b2xc3 g7xf6  
8 Qd1-d2

Introduced by Capablanca against  
Alekhine at New York in 1924, this  
move led to the better of the open-  
ing, and the gain of a Pawn, but  
Alekhine managed to scrape through  
with a draw.

8 ... c7-c6

Suggested by Alekhine in his notes  
to the game. There he played  
8 ... Nb8-d7, and came close to  
disaster:

Shapiro had a different reason  
for playing 8 ... c7-c6. He says,  
"I played this move against the  
Champion last March, and drew. I  
do not know of any games in  
which this move was played at this  
stage of the game."

(Shapiro, incidentally, specialized  
in the French Defence.)

9 Ng1-f3

Alekhine recommends 8 Qd2-c3 at  
this point, but Capablanca goes his  
own way—and gets a good game!

9 ... Nb8-c6  
10 Qd2-c3

Capablanca improves on his March  
game with Shapiro, where the play  
went: 10 Qd2-f4 Kc8-e7 11 c3-c4  
Qd5-c6 12 Qf4xd6+ Kc7xd6, with  
a drawn result:

10 ... c6xd4  
11 c3xd4 Bc8-d7  
12 Bf1-c3 Qd5-e5+  
13 Kc1-e2

The King is perfectly safe here, and  
beautifully placed for the ending  
(which comes with frightening  
rapidity).

13 ... 0-0-0  
14 Rf1-b1 e5-e6

"Don't simplify against Capa-  
blanca!" I keep telling them at the  
office.

15 d4xe5 Nd5xe5  
16 Nf3xe5 Qe5xe5  
17 Qe3xe5 f6xe5

Black must have been pleased at  
having disposed his doubled Pawn,  
but his troubles have just begun, as  
White's three remaining pieces  
spring quickly to life.

# Ending 40

Position after 17 ... Rbxc5

Shapry



Capablanca to move

White has succeeded in maintaining the initiative, and the position is somewhat in his favor.

His King Rook attacks a Pawn near the enemy King, and this attack can be intensified by doubling Rooks on the Knight file.

Capablanca begins by striking at the vulnerable Pawn with his Bishop.

18 Bc3-e4 Bf7-e5

The only defence, as 18 ... b7-b6 is met by 19 a2-e4 and 20 ad-e5, bringing all White's forces into play.

19 Be4xc6 b7xc6

Suddenly Black has two more isolated Pawns to worry about! He has four islands of Pawns against three of Capablanca's.

How does Capablanca always manage to have less Pawn islands than his opponents?

20 Rb1-b3!

Threatens to double Rooks and break into the seventh rank.

Black's next half dozen moves are practically forced. He must offer to clear away all the Rooks, or suffer material loss quickly.

20 ... Kc8-e7

If 20 ... Rd8-d7 21 Ra1-b1 Rh8-d8 22 Rb3-b6+ Kc8-c7 23 Rb1-b7+ Kc7-d8 24 Rb8xd8 Rd7xd8 25 Rb7-e7 Rd8-d7 26 Rf7xd7+, and the rest is a breeze, White being a Pawn ahead in a simple Pawn ending.

21 Ra1-b1 Rd8-b8

Here too, 21 ... Kc7-d6 loses a Pawn, as after 22 Rb3-b7 Black dare not protect both his Pawns by 22 ... Rd8-d7, for the reply 23 Rb1-d1+ would cost him a Rook.

22 Rb3xb8 Rh8xb8

23 Rb1xb8 Kc7xb8

The exchanges have forced Black's King one square further away from the center, and that could be dangerous, if not fatal.

24 Kc2-d3 Kb8-e7

25 Kd3-e4 Kc7-d8

This is the position:



Position after 25 ... Kc7 a6

Capablanca does not now bother to calculate the possibilities beginning with 26 Kc4-f5 Kd8-c5 27 Kf5-f8 c6-c5 28 Kf6-g7 Kd5-c4 29 Kg7-h7, with a view to queen-ing his Rook Pawn (wherein both players' Queens in ten moves), but instead plays to stifle any counter-chances, and bring his opponent into a state of zugzwang.

26 g2-g4!

This restricts the adverse King-side Pawns.

26 ... Kd8-e8

This looks as though Black might just hold the position.

27 h2-h4 f7-f6

If instead 27 ... h7-h5 28 g4-g5 (certainly not 28 g4xh5 f7-f5+, and Black's situation brightens)

28 ... c6-c5 29 c2-c4 a7-a6

30 a2-a3 a6-a5 31 a3-a4 f7-f5+

32 g5xf6 en passant Kc6-f6

33 f2-f4 (33 Kc4-d5 is also good

enough to win) e5xf4 34 Kc4xf4

Kf6-g6 35 Kf6-e5 Kg6-h6

36 Kc5-f5 (or 36 Kc5-d5), and

White wins as he pleases.

28 f7-f6!

The key move, which wins in all variations!

28 ... e5xf4

Forced, as after 28 ... h7-h6

29 f4xe5 f6xc5 30 g4-g5 h6xg5

31 h4xg5, the outside passed Pawn wins easily for White.

29 Kc4xf4

Please note that the last coup left Black with four isolated Pawns.

29 ... h7-h6

Forced, but it weakens the square g6, a circumstance of which White takes prompt advantage.

30 c2-c3!

This — and not 30 c2-c4, is the procedure for making Black's Queen-side pawns run out of moves.

30 ... a7-a6

31 a2-a3 a6-a5

32 a3-a4 Kc6-a7

Or 32 ... c6-c5 33 c3-c4 Kc6-a7, and the same position occurs as in the game.

33 Kf6-f5 c6-c5

34 c3-c4 Black Resigns

After 34 ... Kc7-f7 35 h4-h5, Black's King will have to give way, and let White come in at e6 or g6, in either case winning a Pawn and the game.

Is chess really that easy?

As David Hooper and Dale Brashforth put it in their fine book *The Unknown Capablanca*: "This is one of the many games won by

## Game 41

Capablanca, in which the end seems inevitable, not to say predestined,

without his opponent's having made any apparent error.'

## GAME 41

White J. R. Capablanca

Black M. Vidmar

New York, 1927

Ruy Lopez

There is a crushing inevitability about Capablanca's play which makes it seem that the endgame begins with his very first move.

As early as the 15th move, Capablanca spies a weakness that he can pounce on in Vidmar's a Pawn, which has been induced to advance two squares.

So, with all the pieces still on the board, Capablanca sacrifices a Knight (temporarily) in a combination to simplify the position and bring it to an ending.

His advantage is almost infinitesimal, but as Euwe says, 'Whether this advantage is decisive or not does not interest Capablanca. He simply runs the ending! That's why he is Capablanca!'

1 e2-e4 e7-e5  
2 Ng1-f3 Nf6-e6  
3 Bf1-b5

White has only to make natural moves to get a strong position in the Ruy Lopez opening—a good reason for its popularity.

3 ... a7-a6

This defence is very much favored, as it lets Black get his Queen-side Pawns rolling

Equally good, and strongly recommended by Lasker, is straight forward development by 3 ... Ng8-f6.

4 Bb5-a4 Ng8-f6  
5 0-0 Bf8-e7

The Closed Defence (as distinguished from 5 ... Nf6-e4, the Open Defence) aims at maintaining the Pawn at e5 as a strong point.

6 Rf1-e1 b7-b5  
7 Bb4-b3 d7-e6  
8 c2-c3

A necessary precaution against the exchange of Knight for Bishop by 8 ... Nc6-a5.

9 ... Ne6-a5  
9 Bb3-c2 c7-c5  
10 d2-d4 Qd8-c7  
11 Nb1-d2 0-0

More aggressive is 11 ... Bc8-g4, when the threat of winning the d-Pawn forces it to advance, looking up the position.

12 h2-h3 Ne5-e6

This third attack on the d-Pawn will compel White to declare his intentions.

An interesting alternative is

12 ... Nf6-d7 followed by  
13 ... Nd7-b6, bringing more  
power to bear on the Queen side.

13 d4-d5

Of course not 13 Nd2-f1 (heading  
for e3) as 13 ... c5xd4 14 c3xd4  
e5xd4 15 Nf3xd4 Nc6xd4  
16 Qd1xd4 Qc7xc2, and Black wins  
a piece.

13 ... Nc6-d8

14 e2-e4!

A powerful thrust! It upsets the  
balance of the Pawn position on the  
Queen side—to White's advantage.

14 ... b5-b4

Yields the square e4 to the enemy  
Knight, a circumstance that Capa-  
blanca will be sure to exploit.

The lesser evil was 14 ... Ra8-b8,  
when 15 a4xb5 a5xb5 16 c3-c4 is  
still in White's favor, one of the  
benefits being its control of the  
open a file.

15 Nd2-e4!

A Knight for all seasons!

The Knight is in position to

- (a) settle down at b5, supported by  
the a-Pawn,
- (b) bear down on Black's center  
Pawns,
- (c) swing over to the Kingside,  
by way of c3.

15 ... e6-e5

Victor is anxious to prevent  
16 a4-e5, followed by 17 Nc4-b6.

According to Alekhine, this was  
his best course, but he probably  
had better chances with

15 ... Nc8-b7, when 16 a4-e5  
Ra8-b8 17 Nc4-b6 is met by

17 ... Nb7xa5.

Now he falls victim to what  
Capablanca called "une petite com-  
bination".

That is how the board looks:



Position after 15 ... e6 e5

16 Nf3xe5!

A pretty offer, though it is just a  
temporary loan.

16 ... Bc8-a6

Of course if 16 ... d6xe5, the reply  
17 e5-d6 wins the piece back at  
once.

The trap move prevents either  
of White's Knights from moving,  
but that's a minor inconvenience.

17 Bc2-b3 d6xe5

Black must capture, if he wants to  
recover his Pawn.

18 d5-d6

A little move, but it accomplishes a  
great deal: it will regain the piece,  
open a diagonal for the light-  
squared Bishop, and leave White  
with the two Bishops for the better  
ending.

18 ... Be7xd6



## Ending 41

### 19 Qd7xe6

Simpler than 18 Nc4xd6, when 19 ... c5-e4 might introduce unnecessary complications.

19 ... Qc7xd6

Forced, as the King Pawn was en prise.

20 Nc4xd6 Nd8-b7

21 Nd6xb7 Ba8xb7

## Ending 41

Position after 21 ... Ba8xb7

Yedner



Capablanca to move

White has a slight advantage in position. He has the two Bishops, and the prospect of an attack on Black's Queen-side cluster of Pawns. These, being fixed, are particularly susceptible to attack.

White's weakness, if any, is his e-Pawn, which needs further protection, but that can be remedied easily enough.

22 c3xb4 cb5xb4

Plausible enough, though it is less Black with a fixed, and consequently weak, a Pawn.

Alkshine recommends the capture by 22 ... a8xb4, but it is none too appetizing. The continuation could be: 23 Sc1-e3 Nf6xe4 24 f2-f3 Ne4-f6 25 Ba3xc5, and the two menacing Bishops, (to say nothing of the passed a Pawn, (and the Pawn that White wins next move), should assure the victory for White.

23 f2-f3

Secures the e Pawn, and clears a path for the King's entrance into the game.

23 ... Rf8-d8

Alkshine suggests instead 23 ... Nf6-d7 24 Sc1-e3 Rf8-c8 25 Re1-d1 Rf8-c7 as tenable, but if we continue with 26 Rd1-d6 Rf8-d8 27 Re1-d1, the threat of 28 Bc3-b5 winning a piece cannot be adequately met.

24 Be1-e3 b7-b6

What for? asks Alkshine.

Answering Alkshine's query, one purpose of the move is to provide a flight-square for the King, a measure often necessary in endings with Rooks on the board.

(Sudden mate on the last rank has caught many an eminent player.) As example:

If Black tries to oppose Rooks instead by 24 ... Ra8-a6 25 Re1-d1 Ra6-d6, then 26 Bc3-b5 Rd8xd1+ 27 Rd1xd1 Rd8-d6 28 Bb6xa5 wins a Pawn, as 28 ... Pa8xa5 allows mate on the back rank.

25 Re1-d1 Bb7-d6

26 Rf1-c1 Bc6-e8  
27 Kg1-f2

The King moves closer to the center, in order to take an active part in the ending. Should there be a general exchange of pieces, his role increases in importance.

There is also a threat involved, the execution of which requires that the Bishop be protected, so see: 28 Rd1xe8 Rb8xe8 29 Rc1-c5 Rb8-d3 30 Bb3-c2, and White will remove a Pawn or two.

27 ... Rb8xd1  
28 Rc1xd1 Rb8-e8

Black's Rook now controls an open file, but strangely enough it has no decent point of entry.

This is the position:



## Ending 41

Black must leave the premises

32 Rd1-d8!

Clever simplification, after which Black's Knight will be no match for the feet-footed Bishop.

32 ... Re8xd8

33 Bb8xd8 Nd8-d7

The Knight rushes towards the Queenside to try to pick up a Pawn or two.

34 Bd8xd5 Nd7-c6

This is the state of affairs:



Position after 34 ... Nd7-c6

35 b2-b3!

Capablanca finishes (as always) with cool elegance, and the accuracy for which he is famed.

Alkhine makes an interesting

comment at this point. He says, 'In a clearly winning position, Capablanca always plays the most precise moves. Naturally, there was also a win by 35 Bc8xb4 Nc5xa4 36 b2-b3 Na4-b6 37 Bb4-d6 Nb6-d7 38 Kf2-e3, and this was easy enough.'

Alas and alack! Alkhine, who gives Capablanca none the best of it in his notes to the New York 1927 Tournament Book, commits several inaccuracies in annotating this game, and here he finishes with a dreadful howler.

After his suggested

35 ... Bc8xb4, Black simply replies by 35 ... Nc5-d3+ and wins the Bishop by a Knight fork!

35 ... Nc5-d3

This Pawn is unimportant, it's the passed Pawn that counts!

36 Bb4xb4 Nb3-d4

37 a4-a5 Black Resigns

There could follow 37 ... Nd4-b5 38 a5-a6 Nb5-c7 39 a6-a7 Kg8 40 Bb4-d6 Nc7-a8 41 Bb6xc5, and Black cannot meet his opponent's threats of winning the Pawns on one side of the board, or the Knight on the other.

A clear-cut simple ending—so Capablanca plays it!

## GAME 42

White A. Nimzowitsch  
Black J. R. Capablanca  
New York, 1927

*Caro-Kann Defense*

The various ways in which Capablanca defeated each of his opponents in the great New York International Chess Tournament of 1927 reveals fascinating facets of his style.

If there is perfection in opening play, it appears in Capablanca's second-round encounter with Nimzowitsch, where superior development enables him to launch a powerful King-side attack, complete with a Queen sacrifice (in the notes) and a Rook sacrifice (in the actual game).

In the fifth round, Capablanca offers Alekhine, his chief rival, no opportunity to indulge in delicious complexities, but smother's even a suspicion of attack before it gets started.

In the sixth round, Capablanca toys with Marshall in the ending, in a bit of cat-and-mouse play.

In the twelfth round, Capablanca disposes of Spielmann in classic style, in a game of such attractive elegance as to have it awarded the First Brilliance Prize.

In the thirteenth round, Capablanca exploits a positional advantage so gradually against Vidmar, that his opponent hardly feels the pain of losing (see Game 41).

And then there is this beauty, where Nimzowitsch is systematically liquidated to death with the very weapons—Centralization, Control of

the White Squares, and (most fearsome of all) zugzwang—whose powers he so admirably elucidates in his books.

It is a masterpiece, the best of its kind.

1 e2-e4 c7-c6  
2 d2-d4 d7-d5  
3 e4-e5

This may not be so strong as 3 Nf3-c3, a developing move, but it suits Nimzowitsch's preference for close positions, and the thrusting of a wedge into the opponent's game.

4 ... Bc6-f5  
5 Bf1-e3

Nimzowitsch offers an exchange that results in weakening the white squares, removing as it does the chief defender of those squares.

A better way to develop his King-side was by 4 Ng1-e2 followed by 5 Nc2-g3.

6 ... Bf5xd3  
7 Qd1xd3 e7-e6  
8 Nb1-c3 Qd8-b6  
9 Na1-e2 c6-c5

Strikes at the base of the Pawn chain (strategy recommended by Nimzowitsch himself) and opens a square for the Queen Knight.

8 d4xc5 Bf8xc5  
9 0-0

## Game 42

The attack by 9 Qd3-g3 Ng8-e7  
10 Qg3-xg7 is easily repulsed by  
10 ... Rh8-g8 11 Qg7-h7 Rg8-hg2,  
with advantage to Black.

9 ... Ng8-e7  
10 Nc3-e4 Qb6-c6  
11 Ne4-xc6 Qc6-xc5  
12 Bc1-e3 Qc5-e7  
13 f2-e4

Practically forced, but it limits the scope of his Bishop, and accentuates the weakness of his white squares.

13 ... Ne7-f5

Capablanca seizes the opportunity to plant a piece on a vital square.

Thus, the Knight can be driven off by 14 g2-g4, but at the risk of exposing the King to attack.

14 e2-e3

Nimzowitch may have wanted to activate his Queen, now tied down to the defence of the Bishop Pawn, but his play is timid when it should be aggressive, and aggressive (two moves later) when it should be timid.

A better course (given the benefit of hindsight) was 14 Ra1-c1 Nb8-c6 15 Bc3-f2 h7-h5 16 e2-e4 d5xc4 17 Qd3xc4 0-0 18 Rh1-d1.

14 ... Nb8-c6

Capablanca has developed all his pieces now, and is prepared to castle on either side.

Black can also postpone castling, and in the event of a general exchange of pieces benefit by the fact that his King is well placed in the center for the ensuing endgame.

15 Ra1-e1 g7-g6

One would expect 15 ... h7-h5, to prevent the Knight being evicted from its present strong position.

But Capablanca's play is flexible. He permits the Knight to be driven off, as he is always ready to exchange one advantage for another.

16 g2-g4

While Alekhine grants this move with two question marks, and calls it 'an unbelievable maneuver for a player of Nimzowitch's class', the line that he suggests—16 Bc3-f2 h7-h5 17 Rd1-d2 followed by 18 Rh1-c1 and an eventual c3-c4—is hardly inspired to invite confidence. Black's Knight would then stand a tower of strength at f5 (supported if necessary by the other Knight), while the only weak square in Black's position, f6, could not be approached by White.

16 ... Nf5-xc3

17 Qd3xc3

This is the situation:



Position after 17 Qd3xc3

17 ... h7-h5

18 g4-g5

Forced, as after 18 h2-h3 there follows 18... h3xg4 19 h3xg4 g4-g5, and Black's threats of 20... Rb8-h4 or 20... g6-g5 are decisive.

White's position on the King side is now full of holes, the consequence of his Pawns being too far advanced.

18 ... 0-0

Perhaps surprising, in view of the weak black squares on the King side position. But these are weaknesses only if they can be exploited, and White has no means of obtaining control of these squares.

19 Ne2-d4 Qc7-b6

20 Rf1-f2 Rf8-e8

21 a2-a3

'A new weakness,' says Alekhine, though he admits that it can easily be forced.

21 ... Rc8-c7

22 Rd1-d3 Ne6-e5

The Knight seems headed for a strong post at c4, but as that would block the action of his Rooks on the file, Capablanca decides two moves later to bring the Knight back to greener pastures on the Kingside.

Meanwhile, the Knight's excursion might provoke a new weakness and Black can afford the loss of a couple of moves if it doesn't.

23 Rf2-e2 Ra8-a8

Guards against a breakthrough by 24 h4-h5 e6-e5 25 e5-e6, and White might become obtuse.

Black must resist the

temptation (instead of the text

23... Na5-c4 24 Qc3-c2 Nc6a3, as White does not play 25 b2xa3 Qb6-b1+ losing his Rook for the Knight, but turns the tables by 25 h4-h5 g6-e5 26 g5-g6 f7xg6 27 Rd3-g3 Na3-c4 28 Rg3xg6+ Kg8-f7 29 Qf2-g3, and White wins.

24 Kg1-g2 Na5-c6!

The plot begins to reveal itself. The Knight is on its way to f5, there to force an exchange of Knights.

Meanwhile, Black's Rooks will occupy the c file, one of them setting down at c4, where it can menace the Pawns along White's fourth rank.

25 Rc2-d2

Alekhine's comment on this move is somewhat cryptic: 'Much better practical drawing chances were offered in this continuation: 25 Nd4xc6 Qb6xc6! 26 Rd3-d4 (but not 26 Qc3xa7 b7-b6 27 Qa7-e6 Rc8-e8 etc.) whereby the opponent is punished to a certain extent for the necessity of his 22nd move. In any case, with best play, he should still win.'

Question: how is he punished if he still wins?

25 ... Re8-c8

26 Rd2-e2 Ne6-e7!

'This begins the final phase,' says Alekhine, 'that Capablanca dispatches with accuracy. For students it has a considerable didactic value,' he adds grudgingly.

27 Rc2-d2 Rc7-c4!



1c) 34 Rd3-d4 Rb4-g4+ 35 Kg2-f1  
 Rd4xd4 36 c3xd4 Qb6xd4  
 37 Re2-f2 Qd4-c4+ 38 Qf3-e2  
 Qc4-c1+ 39 Qc2-e1 Rg4-g1+, and  
 Black wins the Queen.

Black of course had no need to calculate this in detail. The pressure of the two Rooks (after 33 ... RhB-h4) on the f-Pawn would be enough to bring about the collapse of White's position.

32 Qc3-f3 Kg7-g6  
 33 Re2-d2 Re6-e1

Centralizes one Rook, and at the same time makes room for the other one to anchor itself at e1.

34 Rd3-d4 Rc8-e4

Doubles Rooks (and the pressure) on White's fourth rank.

Black's purpose, according to Capablanca, is to force a second exchange in order to work his Queen into White's position.

'Whether White exchanges the Rooks now or later,' he says, 'he always loses because of the fact that all the resulting Queen endings are lost for White, owing to the weak f-Pawn, and to the fact that the Black Queen can work her way into the open King's position of White.'

35 Qf3-f2 Qb6-b5!

This is the position



Position after 35 ... Qb6-b5!

36 Kg2-g3

More resistance was offered by 36 Re2xc4 Qb5xc4 37 Rd2-d4 Qc4-b3, though it still left Black with much the better game.

36 ... Rc4xd4

37 c3xd4

Clearly forced, as after 37 Rc2xd4, Re4-e2 comes in with incredible effect.

37 ... Qb5-c4

The Queen comes closer, this time taking possession of the only open file.

38 Kg3-g2

White's difficulty is finding moves that do not abandon the two weaklings on his fourth rank.

If he tries 38 Qf2-g1, he may suffer this fate: 38 ... h5-h4+ 39 Kg2xh4 (or 39 Kg3-f3, Qc4-b3+ wins the f-Pawn—as a start) 39 ... Re4xh4+ 40 Kh4-h3 Qc4-b3+, and White must decide whether to lose his Queen by 41 Kh3-g2 Rh4-g4+, or by



## Ending 42

41 Qg1-g3 R14-c3

38 ... b7-a6

Before closing in on the foe, Capablanca eliminates any superfluous elements, strategy that is characteristic of his style.

39 Kg2-g1 b5-b4

40 a3xb4 a5xb4

41 Kg1-g2 Qc4-c1!

A paralyzing move, the first in a series that leaves Nimzowitsch's pieces unable to stir without incurring loss.

42 Kg3-g3

About all that is left! A move by the Queen costs the Rook, while a move by the Rook forfeits the valuable f-Pawn (and the game, of course), while if 42 h2-h3 b4-b3

43 Kg2-h2 Re4-e1 44 Kh2-g2

Qc1-b1 45 Rd2-e2 Re1-c1 followed by 46 ... Rc1-c2 wins for Black.

White's King-move however, permits the Queen to make a problem-like move, and clears the way for further invasion by the Rook.

42 ... Qc1-h1!

43 Rd2-d3

If White tries to exchange Queens or Rooks, this is the consequence.

(a) 43 Rd2-e2 Rcdxe2 44 Qf2xe2 Qh1-g1+, and wins the Queen Pawn.

(b) 43 Qf2-g2 Qh1xg2+ 44 Kg3xg2 (or 44 Rcd2xg2 Re4xd4)

44 ... Re4xh4, and wins.

(c) 43 Qf2-f3 h5-h4+ 44 Kg3-f2 Qh1-e1+, and Black wins a Rook.

43 ... Re4-e1

And faces White with the threat of 44 ... Re1-f1 45 Qf2-e3 Rf1-g1+, and Black wins the Queen or forces mate.

44 Rd3-f3 Re1-d1

White is running short of moves in a position that is rapidly becoming untenable.

If 45 Kg3-h3 Rd1-d2 46 Qf2-g3 and 46 ... h5-h4 administers a fatal blow.

Or if 45 Rf3-b3 Qh1-e4 46 Rb3xb4 Rd1-d3+ 47 Kg3-h4, and 47 ... Rf3-f3 is conclusive.

Finally, if 45 h2-h3 Re1-g1+ 46 Kg3-h4 Rg1-g4 is checkmate.

45 b2-b3 Rd1-c1!

This is Zugzwang with a capital Z! As pretty and powerful in its effects as any Zugzwang ever perpetrated by Nimzowitsch himself!

The proof: If

(a) 46 Kg3-h4 Rc1-c2 47 Qf2xc2 Qh1xf3 48 h2-h3 C3xh4 mate.

(b) 46 h2-h3 Re1-g1+ 47 Kg3-h4 Rg1-g4 mate (pretty!).

(c) 46 Qf2-e2 Rcd-c2! 47 Qe2xc2 h5-h4+ 48 Kg3xh4 Qh1xf3 49 h2-h3 Qf3xh4 mate.

(d) 46 Qf2-d2 h5-h4+ 47 Kg3xh4 (or 47 Kg3-h2 Re1-h1+ and mate next) 47 ... Qh1xf3 and Black mates in two.

46 Rf3-e3 Rc1-f1!

This is the Rook's fourth move in a row, and this one is a killer!

There is no defence. If, for example, 47 Qf2-e2 there follows 47 ... Qh1-g1+ 48 Kg3-h3 Rf1-f2, and Black mates next move.

## 47 White Resigns

A magnificent game, it won a

special prize for the best-played game of the tournament.

## GAME 43

White J. R. Capablanca

Black A. Alekhine

World Championship, 20th Match  
Game, Buenos Aires, 1927

Cambridge Springs Defence

Capablanca won the third and seventh games of this match in blazing, combinatoric style—quite in the manner of his great rival, Alekhine.

But this game is pure, genuine, authentic Capablanca—the kind of game that only Capablanca could produce.

Capablanca applied pressure right from the start of the game. Alekhine was left with a lone, isolated Pawn on the Queenside, and this Pawn fell on the 28th move. After a great deal of complex maneuvering, a position was reached where Alekhine had Bishop and three Pawns against Capablanca's Knight and four Pawns.

Capablanca was in his element, and handled the ending in his customary elegant style. His Knight dances about, preparing the way for the advance of his passed Pawn. Meanwhile, Alekhine's King is forced further and further back, until it can retreat no more.

Capablanca wins the ending as though he were demonstrating an endgame study.

It is as beautiful an ending as you will ever see, and richly deserves the adjective 'magnificent'.

1	d2-d4	d7-d5
2	c2-c4	e8-e6
3	Nb1-c3	Ng8-f6
4	Bc1-g5	Nh8-g7
5	e2-e3	c7-c6
6	Ng1-f3	Qd8-a5

Having been successful with the Cambridge Springs line in the 11th game of the match, Alekhine tries it again.

7	Nc3-d2	Bf8-b4
8	Qd1-e2	d5xe4
9	Bg5xe6	Nd7xe6
10	Nd2xe4	Qa5-c7
11	a2-a3	Bb4-e7

Black is willing to undergo the inconvenience of a slightly cramped position, for the sake of retaining the two Bishops.

12 g2-g3

In the 11th game, Capablanca developed the Bishop to f3 by way of e2. This might be a more stronger, as the hunchbacked Bishop will

not block the f-Pawn...

12 ... c6-c5

On 12 ... c6-c5 instead, the continuation 13 Bf1-g2 c5xc4

14 Nc3-b5, followed by 15 Nb5xd4 favours White...

13 Bf1-g2 Bc8-d7

14 b2-b4!

Prevents Black from trying himself) by 14 ... c6-c5.

14 ... b7-b6

An impatient attempt to obtain some counterplay by this and 15 ... a7-a5, to break up White's Pawn position on the Queen side.

Spirits-in-a-defensive-strategy

was indicated here by

14 ... Rf8-d8, 15 ... Ra8-c8, and

16 ... Bd7-a8.

15 b4-b5 a7-a5

'A surprising move for Alekhine to make,' says Winter.

Maybe surprising, but it offers White many chances to go wrong, thus: (1)

(a) 16 Ra1-b1 a5xb4 17 a3xb4, and Black controls the a-file,

(b) 16 Rf1-b1 a5xb4 17 a3xb4 Ra8xa1 18 Rb1xa1 Bc7xb4, and Black has won a Pawn,

(c) 16 b4xa5 b6-b5 17 Nc4-b6 Ra8xa5, and White's remaining a-Pawn will not live long,

(d) 16 b4-b5 c5xb5! 17 Bg2xa8 Qc7xc4 18 Ra8-b3 b5-b4, and Black wins two pieces for a Rook.

Capablanca's reply is more than adequate, and changes the complexion of affairs.

16 Nc4-b5!

Avoids all tricks and traps with this move, which gains more control of the board, and threatens to win the c-Pawn by 17 Nc3-b5.

16 ... a5xb4

17 a3xb4 Ra8xa1

Or 17 ... Bc7xb4 18 Nc3-b5

Qc7-c8 19 Bg2xc6 Ra8-c8

20 Rf1-c1, and White has much the better position.

18 Rf1xa1 Rf8-c8

Here too, 18 ... Bc7xb4 yields to

19 Nc3-b5, after which

19 ... Qc7-c8 20 Bg2xc6 threatening 21 Ra1-a8 is not a pleasant prospect for Black.

This is the position!



Position after 18 ... Rf8-c8

19 Nc5xd7

One may wonder why Capablanca exchanges a piece so beautifully posted as this Knight is, for a Bishop that has no mobility to speak of.

But two Bishops can become awfully dangerous, even when they seem to be doing nothing but

quietly looking on.

19 ... Qc7xd7

Perhaps 19... Nf6xd7 was better, to provide another defender for the b-Pawn (which needs all the friends it can get), but after 20 Qc2 b3 Black still has a hard game.

20 Nc3 e4! Qd7-d8

21 Qc2 b3 Nf6-e5

Black had two interesting alternate aims.

(a) 21... e6 c5 22 b4xc5 b6xc5 23 d4xc5 Be7xc5 24 Bg2 b7! Rb8-c7 25 Nd4xc5 Rc7xc5 26 Ra1-e8, and White wins the Queen.

(b) 21... b6 b5 22 Na4-c6 Be7xc5 23 b4xc5! Rc8-a8 24 Rataa8 Qd8xa8 25 Qb3xb5! e6xb5 26 Bg2xc6! b5-b4 27 Ba8-f3 b4-b3 28 Bf3 d1 b3 b2 29 Bd1-e2 Kg8-g8 30 a3-e4, and White wins.

22 b4-b5

A strong move which eventually wins a Pawn.

22 ... e6xb5

Or 22... e6-c6 23 d4xc5 b6xc5 (or 23... Be7xc5 24 Ra1-d1 wins a Pawn) 24 Ra1-d1 c6-e4 25 Qb3-c2, and White's passed Pawn, together with the annoying threat of 26 e3 e4, should secure him of the win.

23 Qb3xb5 Rc8-a8

The b-Pawn is doomed, and simply protecting it is of no avail. For example, if 23... Rc8 b8 24 Bg2xc5 Qd8xd5 (or 24... e6xd5 25 Nd4-c3 wins the d-Pawn), after capturing which the

Knight is ready to have the b-Pawn re-desert) 25 Qb5xd5 e6xd5 26 Ra1-b1 b6 b5 (or 26... Be7-d8 27 Rb1-b5, and the d-Pawn falls) 27 Na4-c3 b5-b4 28 Nc3xd5, and White wins.

24 Ra1-c1

Carefully avoiding an attack on the Pawn by 24 Ra1-b1, when 24... Ra8xa1 25 Qb5xa4 Nd5-c3, against the exchange and loss Black escape with a draw.

24 ... Ra8-a6

25 Qb5-e6 Be7-a3

26 Re1-b1!

After which, Black must also avoid some traps!

If 26... Ra6xa4 27 Qe6xa4 Nd5-c3 28 Qa4xa3 Nc3xb1 29 Qa3-b4, and the Knight's escape is cut off, with no help in sight.

Or if 26... b6 b5 27 Rb1xb5 Ra6xa4 28 Rb6xd5 Qd8-a8 29 Qe6xe6, and White is a Pawn up with good chances of winning.

26 ... Ba3-f8

Renews the threat in a different form, e.g. 27... Ra5xa4 28 Bg2xd5 Ra4-b4, and Black draws the game.

27 Bg2xd5 Ra6xd5

28 Na4xb6 Rd5-c6

Capablanca has won a Pawn, but the win is difficult, as all the Pawns eye on one side of the board

# Ending 43

Position after 28 ... Rb6-c6

Aljehine



Capablanca to move

White has managed to win a Pawn, but it will take patience and skilful maneuvering to reap the benefit of the extra material.

Capablanca's long-range plan is to post his pieces where they will be most effective, then at the most opportune time advance his center Pawns with a view to acquiring a passed Pawn on the d-file. This Pawn would then be escorted with the utmost care to the queening square.

29 Qc8-b7 b7-h5

How easy it is to go wrong in simple-looking positions!

For example, if 29 ... Bf8-e7 30 Nb6-c8 Rb8-d7 31 Nc8e7+ Rd7xe7 (on 31 ... Qd8xc7 32 Qb7xd7! Qe7xd7 33 Rb1-c8+, and mate next) 32 Qb7xc7! Qd8xe7 33 Rb1-b8+ Qe7-f8 34 Rb8xc8+, and White wins the

pure Pawn ending easily.

Black's last move provides the King with a flight-square, and secures his safety against threats of mate on the last rank.

30 Nb6-c4 Ra6-d7

31 Qb7-e4 Rd7-c7

32 Nc4-e5 Qa6-c6

Here too, the natural 32 ... Bf8-g7 loses, this time by 33 Ne5-c6 Qc8-e8 (on 33 ... Qc8-d8 34 Nc6xc7+ Rc7xe7 35 Rb1-c8+ followed by mate—did I say the King's safety was assured against threats of mate on the last rank?) 34 Rb1-b8! Rc7-c8 35 Rb8xc8 Qe8xc8 36 Nc6xc7+, and White wins Bishop, Queen, and game.

33 Kg1-g2 Bf8-d6

34 Rb1-c1 Rc7-b7

Aljehine sidesteps the plausible 34 ... Qc8-b7 after which there comes 35 Ra1-a8+ Bc1-f8 36 Qe4xb7 Rc7xb7 37 Ra8-e8!, and the threat of winning the helpless Bishop will force Black to give up the exchange.

35 Ne5-d3 g7-g6

36 Ra1-e6 Bc6-d8

Select, as protecting the Bishop by 36 ... Rb7-d7 loses the Queen by 37 Ra8-a8, while 36 ... Qc8-b8 loses a piece by the 'overworked Queen' theme: 37 Ra8xd8 Qb8xd8 38 Qe4xb7.

37 Ra8-e8 Rb7-c7

Black offers to exchange Rooks in lieu of undergoing other tribulations, such as:

(a) 37 ... Qc8-e8 38 Rc8-c7

Rb7-a7 39 Qe4xb8 Ra7xa8  
40 Nd3-e5, and White wins a Pawn,  
or,

(b) 37 ... Qx8-b8 38 Nd3-e5  
(threatens 39 Nd5xb6 f7xg6  
40 Qe4xb6+ Rb7-a7 41 Qe5xb6+  
and all Black's Pawns come off)  
38 ... Kf8-g7, and now not  
39 Ndxa7, nor 39 Nd5xb6, but  
39 Rb8xb6 f7xb6 40 Qe4xb6+  
Kg7-h8 41 Ne5-f7+ Rb7-a7  
42 Qg6x17, and Black can resign.  
38 Rcbxc7 Qd8xc7  
39 Nd3-e5

Threatens 40 Nd5xb6 f7xg6  
41 Qe4xb6+, picking up three  
Pawns for his Knight, and leaving  
one weakling which is sure to be  
won later.

39 ... Bf8-g7  
40 Qe4xb6+ Kf8-h7  
41 Ne5-f3

Not only does this avoid an ex-  
change of minor pieces which  
would leave a Queen ending and a  
probable draw, but it poses a new  
threat, viz: 42 Nf3-g5+ Kh7-h6  
43 h2-h4 Bg7-f6 44 Qa8-b8  
(intending 45 Qg8-h7 mate)

44 ... Bf6xg5 45 Qg8-h8 mate  
41 ... Bg7-f6  
42 Qa8-b8 Kh7-g7  
43 Qa6-d3 Qc7-b7  
44 e3-e4

With everything now in order,  
White prepares to obtain a passed  
Pawn on the d-file.

44 ... Qb7-c6  
45 h2-h3 Qa6-c7

46 d4-d5 e6xd5  
47 e4xd5 Qc7-c3!

This is the situation



Position after 47 ... Qc7-c3!

Alekhine offers to exchange Queens,  
prompted by these considerations...

(a) an attempt to blockade the  
passed Pawn by 47 ... Bf6-e7  
fails after 48 Nf3-e4 and 49 Nd4-b5.  
Similarly, on 47 ... Qc7-d8, White  
can choose between 48 Qc3-c4  
followed by 49 Qx4-b6, and  
48 Nf3-d2 followed by 49 Nd2-e4,  
dislodging the blockader.

(b) leaving Queens on the board  
means guarding against a King-side  
attack instituted by Queen and  
Knight, as well as guarding against  
the passed Pawn's advance.

(c) with Queens off the board, the  
long range Bishop would be more  
than a match for the short stepping  
Knight. Added to this, the fact that  
Capablanca favored the Bishop  
over the Knight in similar types of  
endings, may have influenced  
Alekhine in making his decision.

In any case, it is a long-headed move, and is a fine illustration of Alekhine's genius for defence.

48 Qd3xc3

Capablanca does not avoid the exchange.

The Bishop may be the stronger piece in the ending, but at endings where Capablanca has the Knight, the Knight is the stronger piece.

49 ... Bf6xc3

The next part of White's plan is to maneuver his Knight over to c6, by way of d4, in order to keep Black's King from approaching the previous passed Pawn.

Before he can do that though, he must dislodge the Bishop—which explains his next two moves.

49 Kg2-f1 Kg7-f6

50 Kf1-e2 Bc3-b4

The Bishop is on its way over to c5, whence it can restrain the d Pawn, and at the same time attack the f-Pawn, thereby tying the King down to its defence.

It is such use of the Bishop that supports the argument that the Bishop is superior to the Knight in most endings.

51 Nf3-d4 Bb4-c5

Obviously the King does not dare approach the Pawn by

52 ... Kf6-e7 or 52 ... Kf6-e5, on pain of a check by the Knight, lying in wait to pounce on both pieces.

52 Nd4-c6!

Dominate the proceedings! The King is kept at bay, away from the Pawn.

52 ... Kf6-e5

Black is not bereft of resources. If now 53 f2-f3, to stop

53 ... Kf5-e4, then 53 ... h5-h4!

54 g3-g4+ Kf5-f4 could be embarrassing.

53 Ke2-f3 Kf5-e6

54 g3-g4!

The only way to make progress, through an exchange of Pawns, increases Black's drawing chances.

54 ... h5xg4+

55 h3xg4

This is the position:



Position after 55 h3xg4

55 ... Kf6-g5

The losing move, according to most critics, and Alekhine himself.

Such annotators and analysts as Becker, Fance, Euwe, Reinfeld, Golombek, Znosko-Borovsky, Gawlikowski, and Radulescu recommended 55 ... Bc5-d5 as drawing easily (some without submitting a shred of evidence to support the assertion).

Alekhine himself says that he could have drawn easily either such

55 ... Bc5 d6 or 55 ... Bc5-b6. He poses the text move as the simplest way to the draw, quite overlooking the pretty line: 55 ... Kf6-g5 56 Nc6-e5 f7-f5 57 d5-d6! f5xg4+ 58 Kf3-g2! Kg5-f5 59-d6 d7 g1f5-b6 60 Ne5-d6 and wins.

If there is a draw after 55 ... Bc5 d6, it is not easy! That is the continuation that would probably realize the win: 56 Kf3-e4 Kf6-g5 57 Nc6-e5 f7-f6+ 58 Ke4-d4 Kg5-f4 (but not 58 ... Kg5-f6, when 59 g4-g5+ Kf6-g7 60 f2-f4 wins) 59 Ne5-f7 Bc6-e3 60 g4-g5! Kf4-f3 61 d5-d6 Ba3xd6 (if 61 ... Kf3x12 62 d6-d7 Ba3-e7 63 Kd4-d5 Kf2-g3 64 Kd5-e6, and the Pawn will Queen) 62 Nf7xd6 Kf3xf2 63 Nd6x16 Kf2-f3 64 Kd4-e5 Kf3-g4 65 Ke5-f6 Kg4-h5 66 Nf5-e7 and White wins.

Now back to the game at Buenos Aires. It is White's 56th move in the 29th game for the Championship of the World.

56 Nc6-e5!

A powerful move, after which Black must lose his f Pawn.

If, for example, 56 ... f7-f5 57 d5-d6! f5xg4+ 58 Kf3-g2! (the move that Alekhine may have overlooked, probably counting only on 58 Kf3-e4 Bc5xd6 59 Ne5-f7+ Kg5-h4 60 Nf7xd6 g4-g3 and draw) 58 ... Kg5-f5 59-d6 d7 Bc5-b6 60 Ne5-d6 and wins, as in the previous note.

Or if 56 ... f7-f6 57 Ne5-f7+ Kg5-h4 58 d5-d6, and Black will have to give up his Bishop for the Pawn.

Finally, if 56 ... Bc5-a3 57 d6-d8 Kg6-f6 58 d6-d7 Kf6-e7 59 Ne5xf7 Ke7xd7, and 60 Nf7-e5+ removes Black's last miserable Pawn.

A remarkable position!

Please note that in addition to the defenses given, Black may not play 56 ... Kg5-f6, nor

56 ... Bc5-d6 on account of the resultant Knight fork.

Is the Knight really a stronger piece in the endgame than the Bishop?

56	...	Bc5-d4
57	Nd5xf7+	Kg6-f6
58	Nf7-d8	Bd4-b6

The King may still not approach the Pawn, as after 58 ... Kf6-e5 59 Nd6-c6+ Ke5xd5 60 Nc6xd4 Kd5xd4 61 Kf3-f4, the win is elementary.

59	Nd6-c6	Bb6-e5
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How does Capablanca proceed now? If 60 Kf3-g3 Bc5-d6+ 61 f2-f4 g6-g5 wins a Pawn for Black, or if 60 Kf3-a2, Kf6-g5 61 f2-f3 Kg5-f4, and White makes no progress.

But Capablanca (being Capablanca) finds the master move that wins (which he must have foreseen long before):

60	Kf3-f4!
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Brilliant! With so little material on the board, Capablanca sacrifices a valuable Pawn!

60	...	Bc5xf2
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On 60 ... g6-g5+ instead, White replies 61 Kf4-g3 followed by 62 f2-f3, setting up a barrier against an invasion by the enemy King. White is then free to bring



Game 44

his King over to the Queen side and was the Bishop for his Queen Pawn.

61 g4-g5+ Kf6-f7

Or 61 ... Kf6-g7 62 d5-d6 Bf2-d6 63 d6-d7, and Black will have to give up his Bishop.

62 Nd6-e5+ Kf7-e7

If 62 ... Kf7-g7 63 d5-d6 Kg7-f8

64 Nd5xg6+ Kf8-e8 65 Kf4-e5 and wins

63 Nd5xg6+ Kx7-d6

64 Kf4-e4 Bf2-g3

65 Ng6-f4 Kd6-e7

66 Ke4-e5 Bg3-e1

67 d5-d6+ Kx7-d7

68 g5-g6 Bx1-b4

The last hope. The hasty 69 g6-g7 allows 69 ... Bb4-c3+ followed by 70 Bc3xg7, drawing.

69 Ke5-d5 Kd7-e8

70 d6-d7+ Black Resigns

A classic of endgame play, wherein the Knight, directed by the phenomenal wizardry of Capablanca, gives a virtuoso performance.

GAME 44

White: J. Maronyi

Black: J. R. Capablanca

Budapest, 1928

Sicilian Defense

In a quite original opening, Capablanca prepares to fianchetto his King Bishop at the second move. Strangely enough, the Bishop never does get to g7 in the eighteen moves of its life.

Capablanca's King, seeing that he is destined to have an important role in the ending, starts out on his journey as soon as the Queen has disappeared from the board.

Faced with a decision at the critical stage of the game, Capablanca cuts the Gordian Knot with one swift stroke of his Rook, just as Alexander of Macedon cut the Gordian Knot with one swift stroke of his sword.

1 e2-e4 c7-c5

2 Ng1-f3 g7-g6

3 c2-c3 d7-d5

Black makes the initiative—the proper response to White's rather timid third move.

4 Bf1-b5+ Bc8-d7

5 Bb5xd7+ Qd8xd7

6 e4xd5 Qd7xd5

7 d2-d4 c5xd4

8 Qd1xd4 Qd5xd4

9 Rf3xd4 e7-e5

Capablanca establishes a Pawn in the center. It is also the first step in mobilizing his King-side majority of Pawns, the side wherein he has

the advantage.

10 Nc4-b5

No doubt attractive, but the modest 10 Nd4-c2 followed by 11 Bc1-a3 and 12 0-0 was more to the point.

10 ... Kc8-d7!

Merano may have expected

10 ... Nb8-a6, a routine reply. Moving the King into the open at this early stage looks hazardous. If Merano thought so, he was grossly disappointed.

11 Ke1-a2 Kd7-c6!

'Alekhine's favourite weapon is the Queen,' says Znosko-Borovsky in *L'Échiquier*. 'swift and powerful, while the King, slow and weak, is the principal instrument in Capablanca's victory. Let us study for example, the games of the ex-Champion of the World during his stay in Europe: in most of these we find a great understanding of utilizing to the full the value of this piece in the endings.'

12 a2-a4 Nb6-d7

13 Bc1-c3 a7-a6

Not so much to frighten the Knight away (as 14 ... a6xb5 is met by 15 a4xb5+) as to release the Rook that is now tied down to the Pawn's protection.

14 Rh1-d3 Ng8-f6

15 Nb1-d2 Ra8-d8

16 Nb5-a3 Nf6-e6

17 Nd2-c4 b7-b6

To prevent 18 Nc4-a5+, when White wins a piece—or more.

18 Rd3-d2 Bf8-a3!

Exchanging a powerful long-range Bishop for a Knight sitting on the sidelines may be surprising, but there is good reason for it, besides the obvious one that it prevents (or postpones) the doubling of White's Rooks on the Queen file.

19 Ra1xa3

if 19 Nc4xa3 (early 19 b2xa3 loses two Pawns by

19 ... Nd5xc3+) 19 ... Nd7-c5 threatens 20 ... Nc5-b3 winning the exchange as well as

20 Nc5xa4 20 bxc3xb5 Nd5-M+

21 Kc2-e1 (or to c3) Nf4xg2+

22 Ke1-c2 Ng2-M+

23 Kc2-a3 Rd8xd2

24 Ke3xd2 Rh8-d8+

25 Kc2-c3 Kc6xc5 and Black wins.

19 ... Rh8-a8

20 Nc4-d6

An ingenious attempt to get the Knight into more active play.

This is the position:



Position after 20 Nc4-d6

20 ... Ra8-e7

On 20 Kc6xd6 the reply 21 c3-c4 regains the piece (and

## Ending 44

lately.

21 c3-e4

But not at once! 21 Nd6-e4, as then

21 ... f7-f5 followed by

22 ... f5-f4 traps the Bishop.

21 ... Nd6-e4

22 f2-e3 Nd7-e5

23 Nd6-e4 Rd6-d2+

24 Ne4-d2

# Ending 44

Position after 24 Ne4-d2

Capablanca to move



Memory:

Here, as in so many of his endings, Capablanca's advantage is almost imperceptible. He does have a more active Rook (White's being temporarily out of play), and his King threatens to get to White's Queen-side Pawns. But is that enough to win?

The answer lies in one word—so often the key word in the conduct of an ending—*centralization!*

Capablanca bases his win on this theme—*centralization!*

24 ... a8-e8!

It is important to forestall any

counterplay beginning with

25 b2-b4, an attack on the Knight.

25 Nd2-b1

The Knight is apparently heading for e3, and a new start in life.

The alternative 25 Nd2-f3 does not look promising, as after 25 ... Nd5-a6 in reply, the threat of 26 ... Kd6-e5 is hard to meet. White could not then move his King to d3 (to protect the e-Pawn) nor his Rook to d3 (to seize the open file) as the Pawn fork 26 ... e5-e4 would cost him a piece.

25 ... Re7-d7

Takes possession of the open file!

Black is now master of the situation.

26 Nb1-d2

White changes his mind, as the

sequel to 26 Nb1-c3 could be

Nd5-e3, an attack on the b-Pawn.

This could not be met by

27 Ra3-b3, nor by 27 Ra3-a2, as

the Knight fork 27 ... Nd3-c1+ in response, wins the exchange.

Or if White plays 27 b2-b3,

Black replies 27 ... Nd3-c1+

followed by 28 ... Rg7-d3, and

something would have to give.

26 ... e5-e4!

Shifts a freeing attempt by

27 e3-e4, and sets up a support for the Knight's entrance at d3.

27 Nd2-b3

The Knight has an eye on d4, a

fine spot from which it could not be driven off. There it would inter-

fee with the Rook's pressure on the file, and prevent it from advancing.

27 ... Nc5-d3

28 Nb3-d4+ Kc6-c5

29 b2-b3

Here too, protecting the threatened Pawn by 29 Ra3-b3 or by 29 Ra3-a7 run into a Knight fork.

29 ... Nd3-c1+, impaling the Rook.

29 ... f7-f5

30 Ra3-a1

The Rook hasters to get back into play, everything apparently being securely protected.

But White is rudely awakened from this sweet dream of peace.

This is the position:



Position after 30 Ra3 a1

30 ... Rd7xd4!

Destroys the centralized Knight, the key piece in White's defence!

Capablanca gives up Rook for Knight, in order to bring his King strongly into play.

In doing so, he follows his own advice. "Time is of the utmost importance in the endgame. The

fate of a game is often decided by a sacrifice which makes the Queen-ing of a Pawn possible, or else by the fact that you are able to Queen one more ahead of your opponent."

31 e3-e4+ Kc5ed4

32 g2-g3

Restrains the f Pawn, but Capablanca will not long be denied.

32 ... g6-g5

Preparation for the advance of the Bishop Pawn, which would give him two connected passed Pawns.

33 b3-b4

Desperately trying to obtain some counterplay—to which attempt Capablanca pays no attention.

33 ... f5-f4

34 e4-e5 f4-f3+

35 Kc2-f1 e4-e3

Instigates a threat of winning by 36 e3-e2+ 37 Kf1-g1 f3-f2+ 38 Kg1-g2 e2-e1(Q).

36 Ra1-e1

With the faint hope that his offer of a Rook for the Knight might divert Black.

36 ... b6-b5

Black merely goes about his business.

37 Re2e3

But this cannot be disregarded.

37 ... Kd4e3

Suddenly White's King is in a quasi-stalemate position—and vulnerable!

38 b4a5 c5-c4

39 White Resigns

Merely could have a Queen for the

## Game 45

asking (one move ahead of Black) but does not care to continue—as he knows how to count moves.

The play would go: 39 *e5-e6* *c4-c3* 40 *a6-a7* *c3-c2* 41 *a7-a8(Q)* *c2-c1(Q)* check and checkmate.

## GAME 45

White A. Steiner  
Black J. R. Capablanca  
Budapest, 1928

Ruy López

A full bodied game, interesting in the opening, exciting in the mid-game, and precise in the ending. For lovers of combination play, it is a game replete with diabolical pitfalls.

A great deal of activity takes place on the King-side and in the center, but the final decision comes about on the Queen-side.

Another of those great Capablanca games which are almost unknown, but which offer a goodly measure of entertainment and instruction.

- |   |               |               |
|---|---------------|---------------|
| 1 | <i>e2-e4</i>  | <i>e7-e5</i>  |
| 2 | <i>Ng1-f3</i> | <i>Nb8-c6</i> |
| 3 | <i>Bf1-b5</i> | <i>a7-a6</i>  |
| 4 | <i>Bb5-a4</i> | <i>d7-d6</i>  |
| 5 | <i>c2-c3</i>  | <i>f7-f5</i>  |

Deceptively titled the *Sicca Variation*, this is far from a sleepy line of play.

6 *e4xf5*

Ret. tried 6 *d2-d4* against Capablanca a month later at Berlin, but was smothered to matheymen in 18 moves, like this:

6 *d2-d4* 15*xe4* 7 *Nf3-g5* *e5xd4*

8 *Ng5xe4* *Ng8-f6* 9 *Bc1-g5* *Bf8-e7* 10 *Qd1xd4* *b7-b5* 11 *Ne4xf6+* *g7x16* (three of White's pieces are now under attack) 12 *Qd4-d5* *b5xa4* 13 *Bg5-h6* (if 13 *Qd5xc6+*, *Bc6-d7* wins for Black.)

13 ... *Qd5-d7* (definitely not) 13 ... *Bc6-d7* 14 *Qd5-h5* mate!! 14 *0-0* *Bc6-b7* 15 *Bh6-g7* *0-0* 16 *Bg7xh8* *Nc6-e5* (Black's pieces spring into action) 17 *Qd5-d1* (guards his f3 square, as 17 *Qd5-d4* runs into quick loss by 17 ... *Ne5-f3+* 18 *g2xf3* *Rd3-g3+* 19 *Kg1-h1* *Bb7xf3* mate) 17 ... *Bb7-f3!* 18 *g2xf3* *Qd7-h3*, and the two threats 19 ... *Rd3-g3+* and 19 ... *Ne5xf3+* cannot both be parried.

6 ... *Bd8xf5*

7 *d2-d4* *e5-e4*

8 *Bc1-g5*

Instead of this, 8 *Nf3-g5!* keeps Black on the run, a possible continuation being 8 ... *Bf8-e7* 9 *0-0* *Ba7ag5* 10 *Qd1-h5+* *Bf5-g6* 11 *Ch5ag5* *Qd3ag5* 12 *Bc1ag5* *Ng8-e7* 13 *Nb1-d2* *b7-b5* 14 *Ba4-b3* *d6-d5* 15 *Ra1-d1*.

8 ... *Bf8-e7*

9 Nf3-h4 Bf5-e6!  
 10 Bg5-e7 Ng8-e7  
 11 Qd1-h5+ g7-g8  
 12 Qh5-h6 Ne7-g8!

Delightful! The Knight leaps back ward as the best way to drive off the troublesome Queen.

It is reminiscent of a similar move made by Sparrke in a famous game against Anderssen at Vienna in 1873, where the stalling undevelopment of the Knight must have startled Anderssen out of his skin!

13 Qh6-h4

Against 13 Qh6-g7, Capablanca's analysis goes thus: 13 ... Qf8-h4! 14 Be4xc6+ b7xc6 15 Qg7xh8 0-0-0 16 Nbt1-a3 e4-e3 17 0-0-0 e3-e2 18 Rd1-e1 Ng8-f6 19 Qh8-g7 Qh4-h4+ 20 Kc1-b1 Kc6-g8 21 Qg7-e7 Rg8-e8 22 Qe7-g7 QHx12, and White's game is untenable.

13 ... Ng8-f6  
 14 Nb1-d2 0-0

This is the position:



Position after 14 ... 0-0

15 0-0

On 15 Nd2xc4 instead, Black has the pleasant choice of winning by:

(a) 15 ... Nf6xc4 16 QHxc4 Rf8-e8 17 0-0-0 (if 17 0-0, Sc6-e4 wins the exchange) 17 ... Qd8-g5+ 18 Rd1-e2 d6-d5, and White must abandon the Knight to its fate.

(b) 15 ... Nf6-h5 16 QH4-g6 Rf8-h4, and one of the Knights is marked for death.

15 ... d6-d5

Protects the e-Pawn, thereby threatening to win the offside Knight by 16 ... Nf6-h5.

16 QH4-g5

Practically forced, as 16 g2-g3 (which protects the Knight and provides it with a flight square) costs the Queen after 16 ... Nf6-g4 in reply.

But now White threatens 17 Nh4xg6 h7xg6 18 Qg5xg6+ Kg8-h8 19 Qg6-h6+ Kh8-g8 (if 19 ... Nf6-h7 20 Qh6xe6) 20 Qh6-g6+, and forces a draw by perpetual check.

16 ... Nf6-h5

17 Qg5xd8 Nb6xd8!

The way of capturing is preferable to 17 ... Rd8xd8, which allows 18 Be4xc6, breaking up Black's Queen-side Pawns.

18 g2-g3

White secures a retreat for the Knight against the threat of winning it by 18 ... g6-g5.

Of course this creates holes at h3 and f3 (weaknesses on the

## Ending 45

white squares) but as Nimzowitsch says, "One cannot always be happy."

18 ... **Bc6-h3**

Capablanca doesn't wait for a second invitation!

19 **Nh4-g2 Nc3-e6**

The Knight leaps into the fray, with a view to further invasion by 20 ... **Nc6-g5** and 21 ... **Ng5-f3**.

Should White now try to free his game by 20 **Rf1-e1**, Black responds by doubling Rooks on the f-file, and concentrating his attack on the f-Pawn—which could not last long.

20 **Ba4-b3 c7-c6**

21 **Bb3-d1 Rf8-e8**

22 **Bd1-h5 g6-h5**

Black has been saddled with doubled Pawns—a temporary liability, as he cleverly undoubles them.

Meanwhile, Steiner has further weakened his white squares, by giving up the Bishop they had guarded.

23 **f2-f4**

A plausible attempt to free himself, obtain some counterplay, and prevent 23 ... **Ne6-g5**. One drawback though, is that it transforms Black's c-Pawn into a passed Pawn.

23 ... **N5-h4!**

Not only does this get rid of a doubled isolated Pawn, but it initiates an exchange which further weakens White's Pawn position on the King-side.

24 **Rf1-e1**

Best, as 24 **g2-h4** loses by 24 ... **e4-e3!** 25 **Nc2-h3** if 25 **Nd2-f3 Ne6-h4** is good enough

so win) 23 ... **Bh3xg2** 26 **Kg1xg2 Ne6-h4+** 27 **Kg2-h1 e3-e2** 28 **Rf1-g1+ Kg8-h8** 29 **Nc3-c5** (to prevent 29 ... **NH-c3**) 29 ... **NH-h3** 30 **Rg1-e1 Rf8-g8** and the Knight threatens mate next move (if 31 **Nc5-d3 Re8-e3** win).

## Ending 45

Position after 24 **Rf1-e1**

Capablanca to move



Steiner

Black has slightly the better of it. His passed Pawn has a lust to expand, and he has a couple of Rooks with a great deal of potential power.

Capablanca plans to rip away the barrier protecting the adverse King, and expose him to a withering attack. Failing that would still leave him with the superior endgame.

24 ... **h4xg3**

25 **h2xg3 Bh3xg2**

The Knight must be destroyed! Otherwise it moves to c3, setting up a strong blockade of the passed Pawn.

26 Kglxg2 Re8-e7

27 Nd2-f1

Now this Knight is headed for the blockading square e3!

27 ... Re7-g7!

Puts an end to that little scheme, as he threatens 28 ... Ne6xh4+, winning a Pawn.

28 Kg2-h1 h7-h5

New perils loom up, as 29 ... h5-h4 next move would yield Black a Pawn or two.

Defence being difficult, White whips up an ingenious counter-attack to divert his opponent from the business in hand.

29 c3-c4 Ne6xd4

30 Re1-d1 Nd4-c3

31 c4xc5 h5-h4

Capablanca had originally planned to force a win by the brilliant 31 ... Rf8xh4, but analysis showed that the move he actually played (31 ... h5-h4) was more effective.

The sequel to 31 ... Rf8xh4 would probably have been 32 c5xc6 (definitely not 32 g3xh4 when 32 ... Rg7-g1 mates instantly)

32 ... Rg7xg3 (threatens mate on the move with one Rook, and more as two with the other)

33 Nh5xg3 Rf4-h4+ 34 Kh1-g2 Rf4-h2+ 35 Kg2-f1 e4-e3 (threat 36 ... Rh2-f2 mate!) 36 Rd1-d8+ Kg3 37 Rd8-d7+ Kf3-e6

38 Rd7-e7+ Ke6-e7 39 Ng3-f5+ Ke7-e6 40 Nf5xe3, b7xc6

41 Ne3-d1 Rh2-c2, and white Black should win, this line of play cannot be considered superior to

the method actually adopted in the game!

(As Capablanca himself said once, "It is not the prettiest move that should be played, but the most effective one, the move that will make your opponent resign the soonest.")

32 d5-d6 h4xg3

Threatens nothing less than immediate mate!

33 Kh1-g2 Nf3-h4+

34 Kg2-g1 g3-g2

35 Nf1-h2 Rf8xh4

White must choose his next move with the utmost care.

This is the position.



Position after 35 ... Rf8xh4

36 Rd1-d4!

Steiner avoids the natural Pawn push 36 d6-d7, which loses by 36 ... Rf4-e1+ 37 Nh2xh1 or 37 Rd1xh1 g2xh1(Q)+ 38 Kg1xh1 Rg7xd7, and Black, with two extra Pawns, wins easily! 37 ... Nh4-f3+ 38 Kg1-f2 g2-g1(Q)+ 39 Kf2-e2 Rg7-g2 mate.



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36 ... Rg7-d7

37 Ra1-e1 Nh4-f5

38 Rf4xe4

Obviously better than 38 Rf1xe4 Nf5xd4 39 Rf4xf6 Nd4-e2+, and Black gets his Rook back with heavy interest.

38 ... Rf4xe4

39 Ra1xe4 Rd7xd6

40 Nh2-f3!

Keeping the enemy Rook out of the seventh rank is clearly preferable to playing 40 Kg1-g2, when 40 ... Re8-d2+ followed by 41 ... Rc2xb2 leaves Black in sight of a win.

40 ... Rd6-g6

41 Re4-e5 Nf5-d6

42 Re5-e2 Kg6-f6

43 Re2xg2 Rg3-f6

Keeping Rooks on the board offers more winning chances than reducing it to a Knight-and-Pawn ending.

44 Nf3-e5 Kf6-e7

The King comes towards the center, and the enemy Pawns.

45 Rg2-f2 Rf6-e6

46 Ne5-d3 Re6-e3

47 Nd3-f4 Ne6-e4

48 b2-b3 Ne4-e5

49 Nf4-g2

There was more fight in 49 Rf2-e2 Re3-g3+ 50 Kg1-f2 Rg3-f3+ 51 Kf2-e1 Ke7-d6 52 Nf4-g2 Rf3-d3 53 Re2-e3 Rd3-d4 54 Ke1-e2 b7-b5 55 Re3-e3, and Black must work hard to break through.

49 ... Re3-e3

50 Rf2-e2 Ke7-d6

51 Kg1-f1

A diagram for the next phase.



Position after 51 Kg1-f1

51 ... Re3-e1+

This keeps the King from approaching the Queen-side, and also affords White two chances of going wrong!!

(a) 52 Ng2-e1 Ne5-d3 53 Re2-e3

Rf1xe1 54 Rc3xe1 Nd3xe1

55 Kf1xe1 Kd6-c5, and Black wins an easy Pawn ending, or if

(b) 52 Re2-e1 Ne6-d3 53 Rf1xe1

Nd3xe1, and Black wins another Pawn.

52 Kf1-f2 Ne6-d3+

53 Kf2-e3 Nd3-b4

54 a2-a3

Necessary to save the Pawn, Black's threats being 54 ... Rc1-e1 55 a3-e4 Ra1-b1, and the b-Pawn falls.

54 ... Re1-c3+!

55 Ke3-e4 Rc3-c2!

A nice finishing touch.

56. Rf2-e1 c6-c5+  
 57. Kd4-e4 Rc2xg2  
 58. a2xb4 Rg2-g4+  
 59. Ke4-e3 Rg4xb4  
 60. Kd3-c3

'A hope beyond the shadow of a dream.'

60 ... a6-a5  
 61. Rf1-a1 b7-b6  
 62. Rf1-a2 Kd6-c6

63. Ra2-a1 Kc6-b5  
 64. Rf1-a2 a5-a4  
 65. b3xa4+ Rb4xa4  
 66. Ra2-b2+ Rf4-b4  
 67. Rb2-h2 Rb4-g4  
 68. White Resigns

A masterly performance by Capablanca, this game was the theme of his last radio discussion given in December 1941.

## GAME 46

White J. R. Capablanca  
 Black A. Rubinstein  
 Baylis, 1928

### Queen's Pawn Game

Undaunted by Tartakover's sphinxism, 'An isolated Pawn spreads gloom all over the chessboard,' Rubinstein cheerfully accepts an isolated Queen Pawn early in the game.

Capablanca's treatment of the situation is unusually instructive. In line with accepted strategy, he starts an attack against the isolated Pawn and its defenders.

Then he suddenly switches the form of his attack. He exchanges Queens, though it permits the Queen Pawn to be united with its fellows.

Characteristically, Capablanca has given up one advantage to secure another—for he now has a Rook posted on the seventh rank, behind the lines, a circumstance generally fatal for the Pawn in its sight.

Rubinstein cannot hold out long, but strangely enough, when he does resign, the miserable Queen Pawn is still on the board!

An outstanding performance by Capablanca, who swears his defeat by the Polish Grandmaster in their first encounter in 1911.

1. e2-d4 d7-d5

2. Ng1-f3 c7-c5

With this move, recommended by Tarrasch, Black plays the Queen's Gambit, a move behind.

3. d4xc5 e7-e6

4. e2-e4 Bf8xc5

Of course not 4 ... d5xe4

5. Qd1xc3+ Kc8xd8 6. Nf3-g5

Kc8-e8 7. Ng5xe4 with the better game for White.

5. e4xe5 e6xd5

Black has a free, free development to compensate for his isolated Queen Pawn—whose existence is justified by the fact that it dominates the center.

It is noteworthy that many players do not consider such a Pawn to be a weakness, but agree with Tarrasch, who said, 'He who learns to have an isolated Queen's Pawn should give up chess.'

6 Bf1-b5+

Capablanca is in a hurry to castle, and then get to work on the isolated Pawn.

6 ... Nb8-c6

7 0-0 Ng8-e7

8 Nd1-d2!

Developing the Queen Knight at d2 instead of at c3 is Standard Operating Procedure in attacking the isolated Pawn. The Knight will swing over to b3 to restrain the Pawn, then to d4 to blockade it.

8 ... 0-0

9 Nd2-b3 Bc5-b6

10 Bf1-e1

The annotators find fault with this move, suggesting these alternatives instead:

(a) 10 h2-h3, to hinder the development of Black's Queen Bishop,

(b) 10 Bc1-f4 followed by 11 c2-c3,

(c) 10 h2-h3, in order to continue with c2-c3, Nb3-d4, and Bc1-e3, followed by pressure on the isolated Queen Pawn.

Capablanca disagrees with the annotators, stating that the object

of his move is to take control of the open file, and also prepare the eventual Bc1-e3, to get rid of the powerful enemy dark squared Bishop.

'The text move,' he says, 'is an excellent move which could hardly be improved on in this position.'

10 ... Bc8-g4

Threatening to win a Pawn by 11 ... Bb6x12! 12 Kg1x12 Qd8-b6+.

11 Bb5-d3

This move is a mistake, according to Capablanca. He should have played 11 h2-h3, after which 11 ... Bg4xf3 12 Qd1xf3 gives White the best of it, or if 11 ... Bg4-h5 12 c2-c3 is strong, as Black's Knight may not go to g6 or f5 because of the reply 13 g2-g4 winning a piece.

Capablanca does not analyze the effects of 11 h2-h3 Bb6xf2+, but the continuation would probably be: 12 Kg1xf2 Qd8-b6+ 13 Bc1-e3 Bg4xf3 14 Bc3xb6 Bf3xd1 15 Bb6-c5, and White wins.

Meanwhile ...

White has just played 11 Bb5-d3, and is threatening 12 Bc3xb7+ Kg8xh7 13 Nf3-g5+, winning a Pawn.

11 ... Ne7-g6

12 h2-h3 Bg4xf3

13 Qd1xf3 Nc6-e5

14 Qf3-f5 Nd5xd3

Black must eliminate one of those dangerous Bishops!

15 Qf5xd3

The positions seem fairly even

Black has lost the services of his light-squared Bishop, chief guardian of the weak d-Pawn, but to offset this, White's dark-squared Bishop is still at home, and his f-Pawn is a tender spot.

Black should now play 15 ... Qd8-f8, with this probable continuation: 16 Bc1-e3 Qf6xb7 17 Qd3xd5 Bb6xe3 18 Rf1xe3, with a draw in the offing.

Rubinstein's next move indicates that he may have thought he had winning chances—and proceeds to make a strategic error!

15 ... d5-d4

Situations of this sort call to mind Nimzowitsch's acute observation, "The isolated Pawn has the choice of becoming weak at d5 or d4."

While the Pawn now impedes the free development of White's Bishop, and renders his c-Pawn backward, it does cut down the mobility of Black's Bishop, which now must devote itself to guarding the Pawn.

16 Bc1-d2

The Bishop finally makes its debut. Its development is modest, but vital to good effect, as its entrance signals the attack in earnest on the d-Pawn, a fixed target.

16 ... Qd8-f8

This is the position:



Position after 16 ... Qd8-f8

17 Rf1-e4 Rf8-d8

The Pawn should have been defended by the King Rook, after which 18 ... Ra8-c8 would exert pressure on the c-Pawn, but Black evidently expected an exchange of Rooks.

18 Rf1-e1

Threatens to win at once by 19 Bd2-b4 (the Bishop's revenge!).

18 ... Qf6-e6

Covers the square e8, and clears the way for an exchange of Rooks.

Black also has a pretty little trap set up: if 19 Bd2-e5 17-18 20 Rf4-e8 Ng8-f4, and he wins the exchange.

19 g2-g3

A very fine move—whose strategic justification is that it restrains the action of Black's Knight, and vacates a square for the King. The weakening of the white squares is of no moment, as Black has no Bishop controlling the white squares.

19 ... Rf8-e8

## 20 Bx2-e5?

Since White cannot attack the d-Pawn directly with his Bishop, he plays to remove its defending Bishop.

Capturing the d-Pawn instead would not do, as after 20 Bx2xe8+ Bx2xe8 21 Re1xe8+ Qc8xe8 22 Nb3xd4 Ng6-e5 23 Qd3-e5 (if 23 Qd3-e4 Bb4xd4 wins a piece) 23... Qc8xb5 24 Nd4xb5 Ne5-f3+, and Black wins the Bishop.

20 ... Re8xe4

21 Qd3ee4

Renews the threat of winning the d-Pawn, this time by 22 Bc5xb6 Qc8xb6 23 Re1-d1.

21 ... Ng6-f6

Black entertains vague hopes of posting the Knight at e8 to defend the unfortunate d-Pawn. He takes comfort in the fact that an exchange of Queens would unite his Pawns, lessening the dangers now facing the isolani.

Alas, Fate (and Capablanca) have other plans in store for him!

## Ending 46

Position after 21 ... Ng6-f6

Rubinovic



Capablanca to move

Black has a weakness in his isolated d-Pawn, and the fact that his pieces are tied down to its defence.

One would therefore expect Capablanca to concentrate on this vulnerable point, and worry it to death.

Instead, Capablanca, who is not hide-bound by convention, does not hesitate to alter the status of the Pawn. In effect he sacrifices one advantage (in the midgame) to secure another one (in the endgame).

22 Qd4xe6! b7xe6

23 Re1-e7

Seizes the seventh rank! From this influential position, the Rook is able to attack all the Pawns on the rank directly, and to menace the lives of any Pawns that have advanced, by moving behind them.

Meanwhile White already threat

and to win a Pawn by 24 Re7xe7  
 f6f6a7 25 f6f5e8.

**23** ... **Rd8-e6**

Besides the manner of parrying the threat, Black had two other plausible defenses: if

(a) 23 ... Nf8-e6 (to protect the Rook, and also bring the Knight into play) 24 f6f5xb6 a7xb6  
 25 Re7-b7 b6-b5 26 Rb7-b6 Rd8-c8  
 27 Nb3-a5 Nc6-d8 28 Kg1-f1  
 Kg8-f8 29 Kf1-e2 Kf8-e7  
 30 Ke2-d3, and White wins a Pawn.

(b) 23 ... d4-d3 24 c2xd3 Rd8xd3  
 (threatens 25 ... Rd3xb3, winning two pieces for a Rook, as well as  
 25 ... Rd3xg3!) 25 f6f5xb6 a7xb6  
 26 Re7-b7 Rd3-d1+ 27 Kg1-g2  
 Rd1-e1 (or 27 ... b6-b5 28 Nb3-a5  
 Rd1-e1 29 f6f5xc6 Rb1xb2  
 30 Nc6-e7+ Kg8-h8 31 Rb7-b8 and  
 White wins the Knight and the game) 28 Rb7xb6 Rb1xb2  
 29 a2-a4 c6-c5 30 a4-a5 c5-c4  
 31 Nb3-d4 c4-c3 (or 31 ... Re2xb6  
 32 a5xb6 Nf8-d7 33 b6-b7  
 Kg8-f8 34 Kg2-f1 Nd7-b8  
 35 Kf1-e2 Kf8-e7 36 Ke2-d2  
 Ke7-d7 37 Ke2-c3 Kd7-c7  
 38 Kc3xc4 Kc7xb7 39 Nd4-f5  
 g7-g6 40 Nf5-d6+, and White wins  
 a Pawn and the game) 32 Rb6-c6  
 Rb2-a2 33 a5-a6 g7-g6 34 Nd4-b5  
 c3-c2 35 a6-a7! Nf8-d7 36 Rcbxc2  
 and wins.

A long piece of analysis, and while lengthy analysis may be sus-  
 pect, as Dr. Lasker once remarked,  
 there is no doubt that Capablanca  
 would have found the win after  
 23 ... d4-d3 without any difficulty.

**24** f6f5xb6 a7xb6

**25** Re7-b7 Nf8-d7

The only way to rescue his Queen-  
 side Pawns, but it leaves him in a  
 passive position, whereas White can  
 combine an attack on the Pawns  
 with threats of mate on the last  
 rank, to compel something to give  
 way.

The alternative 25 ... b6-b5  
 yields to 26 Rb7-c7 Rd6-d6  
 27 Nb3-a5, and White wins a Pawn  
**26** Rb7-c7 Rd8-e6  
 If 26 ... c6-c5 27 Rc7-c8+ Nd7-e8  
 (oh for a flight square!) 28 Rcb-b8  
 c5-c4 29 Nb3-d2 c4-d3 30 c2xd3,  
 and White wins a Pawn.

**27** Rc7-c8+ Nd7-f8

**28** Nb3-d2 c6-c5

If 28 ... b6-b5 29 Nd2-b3 followed  
 by 30 Nb3-a5 wins the c Pawn,  
 while an attempt to stir up some  
 counterplay by 28 ... d4-d3 is  
 defeated by 29 c2xd3 Rd6xc3  
 30 Nd2-c4 b6-b5 31 Nc4-e5  
 Rd3-d2 32 Ne5xc6, and Black  
 may not capture the b Pawn on  
 pain of mate in two.

**29** Nd2-c4 Rd6-e6

**30** Rc8-b8 Re6-e1+

**31** Kg1-g2 g7-g6

Black must give his King some air  
 before pursuing his attack.

If 31 ... Re1-e2 32 Nc6xb6  
 compels Black to guard against the  
 threat of 33 Nb6-d7, winning a  
 piece.

**32** a2-a4 Re1-e1

**33** Ne4xb6

At last something tangible! a real  
 live Pawn as reward for all the

## Game 47

previous exertions.

33 ... K<sub>g8</sub>-g7

34 R<sub>b8</sub>-c8 N<sub>g6</sub>-e5

35 N<sub>b6</sub>-d7

Though he gives up his passed Pawn, White is content to simplify by exchanging one Pawn for another.

35 ... R<sub>a1</sub>-a4

36 N<sub>d7</sub>-xc5

Behold! A new passed Pawn appears!

This is the position:



Position after 36 N<sub>d7</sub>-xc5

36 ... R<sub>a4</sub>-b4

Black may not play 36 ... R<sub>a4</sub>-c4, as 37 N<sub>c5</sub>-xc6+ would cost his Rook, while an exchange of

Knights would lose this way:

36 ... N<sub>e5</sub>-xc5 37 R<sub>c8</sub>-xc5 K<sub>g7</sub>-f6  
(White was threatening 38 R<sub>c5</sub>-xc6+)  
38 b2-b3 (simpler than 38 K<sub>g2</sub>-f3  
R<sub>a4</sub>-b4 39 b2-b3-e4 d3)  
38 ... R<sub>a4</sub>-b4 39 R<sub>c5</sub>-c4 R<sub>b4</sub>-xc4  
40 b3xc4 K<sub>h6</sub>-e5 41 K<sub>g2</sub>-f3 f7-f5  
42 Kf3-e2 K<sub>e5</sub>-e4 43 (2+3+)  
K<sub>e4</sub>-e5 44 K<sub>e2</sub>-d3, and White wins.  
37 N<sub>e5</sub>-d3 R<sub>b4</sub>-b5  
38 K<sub>g2</sub>-f3 h7-h6  
39 b2-b4 h6-h5  
40 g3-g4 h5xg4+  
41 h3xg4 f7-f6  
42 R<sub>c8</sub>-c4 K<sub>g7</sub>-f7  
43 N<sub>d3</sub>-c5 N<sub>e5</sub>-e6

Black could double White's Pawns by exchanging Knights, but the passed Pawn, plus the King's increased mobility, would assure White of an easy win, somewhat as follows: 43 ... N<sub>e5</sub>-xc5 44 bxc5 R<sub>b5</sub>-b6 45 c5-c6 R<sub>b8</sub>-c8 46 c6-c7 K<sub>g7</sub>-e6 47 Kf3-e4 K<sub>e6</sub>-e7 48 R<sub>a4</sub>-c5 K<sub>e7</sub>-d7 49 K<sub>e4</sub>-d5 K<sub>d7</sub>-e7 50 Kd5-c5 K<sub>e7</sub>-d7 51 Kc5-b6 K<sub>d7</sub>-e7 52 Kb6-b7 K<sub>e7</sub>-d7 53 R<sub>c8</sub>-d6+, and White will Queen his Pawn.

44 N<sub>c5</sub>-b3 Black resigns  
Magnificent endgame play!

## GAME 47

White Van den Bosch  
Black J. R. Capablanca  
Budapest, 1929

Caro-Kann Defence

Capablanca never concerned him-  
self with maintaining an even-

looking Pawn structure. The power  
existed by his pieces and Pawns.

outweighed the picture they presented on the board.

In this game Capablanca acquires doubled Pawns on the f-file and an isolated Pawn on the d-file as early as the twelfth move.

*Few important!* He has good play for his pieces, and that is what counts.

Nevertheless, his opponent puts up a sturdy fight, seemingly having none the wiser of it for about thirty moves. Not content with remaining passive though, and awaiting developments, he makes a hasty King move—and Capablanca (like the god Thor) hurls a bolt of lightning—and the game is over!

1 e2-e4 c7-c6  
2 d2-d4 d7-d5  
3 e4xd5 c6xd5  
4 Bf1-d3

Quiet development, but the Fianchetto-Botvinnik attack by 4 c2-c4, which almost destroyed the Caro-Kann Defence, had not yet been discovered.

One early game with this attack, which influenced chess theory, and also displayed the abilities of the then little-known Botvinnik in an attractive light was his ninth match game against Fichtl in 1933, which continued as follows: 4 c2-c4 Ng8-f6 5 Nb1-c3 Nb8-c6 6 Bc1-g5 d5xc4 7 d4 d5 Nc3-e5 8 Qd1-d4 Nd5-d3+ 9 Bf1xd3 c4xd3 10 Ng1-f3 g7-g6 11 Bg5xf6 e7xf6 12 0-0 Qd8-b6 13 Rf1-e1+ Ke8-d8 14 Qd4-h4 g6-g5 15 Qh4-h5 Bf8-d6 16 Qh5xh7 Fh8-f8 17 Qf7-h7 g5-g4 18 Nf3-d2, and White won on the 32nd move.

*Mirabile dico*, Black's final Queen Pawn, that seemed destined for an early death, remained on the board, still alive at the end of the game!

4 ... Nb8-c6  
5 c2-c3 Ng8-f6  
6 Bc1-g5 Bc8-g4  
7 Ng1-e2 a7-e6  
8 Qd1-b3 Qd8-d7  
9 Ne2-g3

Threatens 10 Bg5xf6 g7xf6 11 h2-h3 Bg4-f5 12 Bd3xf5 e6xf5, and Black is burdened with a topped Pawn—a tower of weakness.

9 ... Nf6-h5  
10 f2-f3 Nh5-g3  
11 h2-g3 Bg4-f5  
12 Bd3xf5 e6xf5  
13 Nb1-d2 f7-f6  
14 Bg5-e3 Ne6-e5  
15 Qb3-e2 0-0-0  
16 0-0-0

White does not care to venture on the complications arising from 16 c3-c4, when such possible replies as 16 ... Qd7-c7, or 16 ... Rd8-e8, or 16 ... Ke8-b8, or 16 ... Nd5-c6, would furnish too much food for thought.

16 ... Rd8-e8  
17 Rd1-e1

Not at once 17 Be3-f4, as 17 ... g7-g5 in reply ends the Bishop's brief career.

17 ... Bf8-d6  
18 Be3-f4 Bd6xf4





## 29 Qc2-e2

Partly a waiting move, and partly to support the advance 30 c3-c4, which might afford some counter-play.

29 ... b7-b6!

Capablanca promptly suppresses any such ambitions...

As Reuben Fine so aptly put it, 'Capablanca's games always retained a flavour of their own. In the defence he was almost unparalleled; where others let the attack come on and then perned it, he smelt the threat, so to speak, while they were still no more than the gleam in the other fellow's eye, and so, before his opponent could really get an offensive started, his position was smashed.'

30 a2-a4 a7-a6

31 a4xb5 a6xb5

32 Kb2-a3

Apparently the idea is to move on to b4, in order to enforce 34 c3-c4.

Or was White already playing for self-mate?

32 ... Kd7-e6

This is not an attempt to lure the King into a trap. Capablanca wants to secure the position on the Queen's wing before starting the Pawn-roll on the Kingside.

33 Ka3-b4

This loss promptly, unintentionally, on the double, and tout de suite!

This is the position...



Position after 33 Ka3-b4

33 ... Qf1-e1!

Tremendous! One little move by the Queen, and suddenly the King faces disaster!

The immediate threat is mate

in two by 34 ... Qa1-e7+

35 Kb4-a5 Qe7-a3 mate.

If White guards his a3 square by playing 34 Qc2-a2, then

34 ... Qa1-e7+ 35 Kb4-a5 Qe7-e7+

wins the Queen, or if he guards his

a3 square by 34 Qc2-b2, then

34 ... Qa1-e7+ 35 Kb4-a5 Qe7-e7+

36 Ka5-b4 Kd6-b6 37 Qb2-a3 (to

prevent 37 ... Qa7-a6 mate)

37 ... Qe7-e7 mate—a problem-like

finish.

Finally, if 34 Kb4-a3 Qf1-e1+

35 Qc2-a2 (carefully avoiding

36 Ka3-b4 Kd6-b6 and mate comes

by 36 ... Qa1-a5) 36 ... Qa1-e2+

(much prettier than the prosaic,

materialistic 36 ... Qa1xc3)

36 Ka3xc2 h5-h4 37 Ka2-b2

g6-g5 38 Hc3g5 f6xg5 39 Kb2xc2

g5-g4 40 f3xg4 (if 40 Kc2-c2,

b4-h3 and 40 ... f5xg4  
41 Kc2-d2 h4-h3 42 g2xh3 g4-h3.

and Black wins—artificially  
34 White Resigns

## GAME 48

White E. Canal  
Black J. R. Capablanca  
Budapest, 1929

### Queen's Indian Defence

Canal surprises Capablanca by a combination that wins two pawns for a Rook. Or was it a surprise—something overlooked by Capablanca in his nonchalance?

Judging by the subsequent play, Capablanca had apparently anticipated the combination and, looking further into the position than Canal, saw resources that were not related to his opponent.

The endgame that follows is a fascinating study, and illustrates a “destination” theme rarely found in actual play.

There is a Pawn to be queened, but it would take an eagle eye to find the particular Pawn that will be crowned.

The Canal-Capablanca game is a game for the dilettante to enjoy, and for the connoisseur to savour to the full.

1	d2-d4	Ng8-f6
2	c2-c4	e7-e6
3	Ng1-f3	b7-b6
4	g2-g3	Sc8-b7
5	Bf1-g2	Bf8-b4+
6	Sc1-c2	Bb4xd2+

Simple and sound, though Black has good alternatives in

6... Bb4 e7 and 6... Qd8 e7.

7 Nb1xd2

The theorists recommend 7 Qd1xd2, so that the Queen Knight may develop at c3, its natural square—but the players insist on capturing as they please.

7 ... 0-0

8 0-0 e7-e6

Challenging the center is almost imperative in Queen Pawn openings.

9 d4xc5

This looks questionable, as it opens the b file for Black, but what else is there? Protecting the Pawn by 9 Nd2-b3 leaves the Knight badly placed, while 9 e2-e3 is deplorably passive.

9 ... b6xc5

10 Qd1-c2 Nb8-c6

Intensifies the pressure on d4.

11 Rf1-d1

The advance 11 e2-e4 looks inviting but after the reply 11 ... e6-e5 followed by 12 ... Qd8-e7 and 13 ... Nc6-d4, Black would enjoy a decided advantage.

11 ... Qd8-b6

The Queen is beautifully placed

here, bearing down on the b-file, as well as on the central point d4.

- 12 e2-e3 Ra8-b8
- 13 Ra1-b1 Rf8-e8
- 14 e2-e4 e6-e5
- 15 O-O-O

White hopes for some play along the d file, say by 16 Qd3-d5.

Meanwhile he presents Black from playing 15 ... Nc6-d4, the response to which being 16 Nf3xe5, removing a loose Pawn.

- 15 ... d7-d6!

A witty, almost impudent reply! Black guards the e-Pawn (so that he can play 16 ... Nc6-d4) with a Pawn which is itself unprotected!

White of course must not touch the d Pawn, the penalty for 16 Qd3xd6 being 16 ... Rc8-c8, winning the Queen.

- 16 Nd2-f1

The Knight is on its way to c5 (or so White thinks).

- 16 ... Nc6-d4!

Establishes a strong outpost in the centre, and prevents White from doing likewise!

Should White insist on stationing his Knight at c5, this is what could occur: 17 Nf1-e3 Bb7-xe4 18 Ne3-d5 Bxd4-d1 19 Nd5xb6 Nd4xf3+ 20 Bg2-xf3 Rb8xb6 21 Rd1xd3 e5-e4, and the Pawn fork was a piece...

- 17 Nf3xd4

White is understandably anxious to remove the annoying beast.

- 17 ... e5xd4

Black is more than pleased with the

exchange, as he now has a protected passed Pawn. In addition, the Pawn guards the exit at e3, and puts an end to the Knight's dream of reaching d5.

- 18 b2-b4!

Bayonet attack! White's chief threat is 19 b4xc5 Qb6xc5 (Black must capture with the Queen, which is doubly attacked) 20 Rb1xb7 Rb8xb7 21 e4-e5, and the discovered attack sets White two pawns for a Rook.

Black cannot meet the threat with 18 ... c5xb4, as 19 Rb1xb4 gives White the advantage, what if 18 ... Qb6-e7 19 b4xc5 d6xc5 20 f2-f4 (or the combination actually played), with the threat of 21 f4-f5 or 21 e4-e5 follows, and White's peccol spring to life.

Here is a diagram of the critical position:



Position after 18 b2-b4!

- 18 ... Qb6-c6!

Triple attack on the King Pawn!

White must either meekly defend the Pawn, or go ahead with his intended combination.

## Ending 48

19 b4xc5

The temptation to win two pieces for a Rook is irresistible!

19 ... a6xc5

20 Rb1xb7 Qc6xb7

21 e4-e5

Discovered attack on the Queen, and direct attack on the Knight.

21 ... Qb7-a9!

A master move, this remarkable offer to exchange Queens! Generally, it is the side that is ahead in material (in this case White) that tries to clear the board and simplify the ending.

22 a5xf6

This is preferable to 22 Qc3xb3 Rb8xb3: 23 a5xf6 Rb3xa3, and Black has two passed Pawns, raring to go.

22 ... Qb3xd3

The idea behind the exchange is to force the capturing Rook off the back rank, which then makes it available to Black's Rook as a point of entry, enabling it to get behind White's Pawns.

23 Rf1xd3

## Ending 48

Position after 23 Rf1xd3

Capablanca to move



Caral

White's two pieces for a Rook give him a material advantage.

Black's control of the important open b file, and his protected passed Pawn, give him a positional advantage.

Capablanca plans to exploit the passive state of White's major pieces to effect an exchange of Rooks. His remaining Rook could then threaten the isolated Pawns on White's Queen side. The loss of either of them would provide Black with another passed Pawn.

23 ... Rb8-b1!

The first step in attempting to win the a Pawn is to take advantage of the crowded state of White's King side pieces.

Capablanca pins the Knight, and now threatens 24 ... Rc8-a8 followed by 25 ... Re8-e1 and 26 ... Re1-c1. This would attack and win the important a Pawn,

as White could not protect it by 27 Bg2-d5 without abandoning the Knight. After capturing the Pawn, Black would have two dangerous connected Pawns rushing down to become Queens.

#### 24 Bg2-d5

Anticipating this possibility, White protects the vulnerable Pawn immediately, intending to continue with 25 Kg1-g2, and release the Knight from the pin.

#### 24 ... Rb8-b8

Institutes two threats. The tactical one is 25 ... Rb1-c1 followed by 26 ... Rb8-b1 with a double attack on the Knight. This would compel the Bishop's return to g2, whereupon Black removes the c-Pawn.

The strategic threat is simply 25 ... Rb8-b3, forcing an exchange of Rooks, to Black's benefit.

#### 25 Kg1-g2

Uplifts the Knight, which has been born in combat for the last ten moves.

#### 25 ... Rb8-b3!

Daring, in view of the fact that the exchange favours White in letting him remain with two pieces to Black's one Rook!

#### 26 Rd3xb3 Rb1xb3

#### 27 Nf1-d2

Unable to save the Pawn (if 27 a3-e4 Rb3-b4 28 a4-a5 Rb4-a4) White sends the Knight out after a Black Pawn.

#### 27 ... Rb3xa3

Wins a Pawn, and creates a candidate for promotion in the a-Pawn.

#### 28 Nd2-e4

The Knight leaps into the fray with the dire threat of removing the valuable c-Pawn. This would not only regain the Pawn he lost, but would knock the props out from under the d-Pawn, and as a further result provide him with a passed Pawn as well.

Wouldn't you think that Capablanca would meet this threat by 28 ... Ra3-a5, defending the previous Pawn?

#### 28 ... a7-a5!

Not at all! The Rook must not be tied down to defending a Pawn, making its role in the ending a subordinate one.

The Rook must be aggressive in the endgame.

This is the scene of attack:



Position after 28 ... a7-a5

#### 29 Nd2xc5 g7xh6

This is less to win a Pawn (as Capablanca was never a Pawn snatcher) than to enable the King to take a hand in the game. If at once 29 ... Kg8-f8, the reply 30 Nd5-d7+ forces the King's

## Ending 48

return to g8, or 30 ... Kf8-e8 allows 31 f6xg7, winning for White.

Advancing the d-Pawn instead would be premature, as after 29 ... e4-d3, the reply 30 Kg2-f3 followed by 31 Kf3-e3 summarily ends the Pawn's career.

30 Kg2-f1

The King returns, ready to head off the d-Pawn,

30 ... e5-e4

Black does not fear 31 Bf5-c6 (double attack on the Pawn) as he simply responds with

31 ... Ra3-e1+ followed by

32 ... e4-e3, and the Pawn has made more progress.

31 Kf1-e2

This may halt the d-Pawn in its tracks, but Black has other resources, as he demonstrates.

31 ... Ra3-e1!

Such as queering the passed a-Pawn instead! The idea is 32 ... e4-e3 followed by 33 ... e3-e2 and 34 ... Ra1-e1+ (to make way for the Pawn without loss of time) and 35 ... e2-e1Q!

32 Ne5-d3!

Excellent! At one stroke the Knight blockades an adverse passed Pawn while clearing the way for the advance of his own passed Pawn.

32 ... e4-e3

Is this the most likely candidate for promotion, now that the d-Pawn is unable to move?

Maybe, but there are some surprises in store for the reader.

33 e4-e5 e3-e2

Threatens to win in a hurry by 34 ... Ra1-e1+ followed by queening the Pawn, a threat strong enough to win a piece for the Pawn.

34 Ke2-f3

This avoids the check, but a piece must be lost in any event.

34 ... Ra1-d1

35 Bf5xa2

The dangerous Pawn must be destroyed at once!

35 ... Rd1xc3+

(This is removing the blockader with a vengeance, Mr. Nimzowitsch.)

36 Kf3-e4

But not 36 Kf3-e2, to keep the Rook off the seventh rank, as then 36 ... Rd3-e3 would lose his passed Pawn.

36 ... Rd3-d2

37 Ba2-e4 Kg8-f8!

Far better to bring the King over to hold back the Pawn-grubbing 37 ... Rd2-e2, after which 38 e5-e6 follows and the Rook cannot return to the first rank to stop the Pawn! (If

38 ... Rd2-e2 39 Ke4-d5, or if

38 ... Rd2-b2 39 c6-c7 is decisive.)

38 f3-f3

Clearly, if 38 e5-e6 Kf8-e7, and the Pawn poses no danger to Black.

38 ... Rd2xb2

Capablanca is content to simplify, instead of grimly holding on to the passed Pawn, confident that his superiority, however small, is sufficient.

test to secure the win.

This requires a belief in justice on the chessboard, and faith in one's ability to mete it out properly.

39 **Ka4-e4** **Kf8-e7**

The King is on his way to blockade the Pawn.

40 **Bd4-e3**

The idea is to centralize the Bishop at e3. Then it would guard the f-Pawn, prevent the advance of Black's doubled Pawns, and be in position to protect his e-Pawn when it reaches c6.

Meanwhile, Black's passed Pawns have disappeared, and his prospects do not look prepossessing, what with his isolated and doubled Pawns to depend on.

How conjure up winning chances?

This is the position:



Position after 40 **Bd4-e3**

40 ... **h7-h5!**

Voilà! In no time at all Black has whipped up a threat of obtaining a passed Pawn by continuing with 41 ... **Rh2-g2**. 42 **g3-g4**

**h5-h4**, and the Pawn is on its way to glory.

Will the h-Pawn be the one that becomes a Queen?

41 **Kd4-e3** **Rh2-g2**

42 **Ke3-f4**

Rescues the g-Pawn, but the King has been lured away from his passed Pawn. (The King, unfortunately, cannot be in two places at once.)

The alternative 42 **g3-g4** loses quickly by 42 ... **h5-h4**. 43 **Bd3-f1** **Rg2-e2**. 44 **Ke3-d4** **Rc2-f2**. 45 **Bf1-h3** **Rf2-e3**. 46 **Bh3-g2** **Rf3-g3**. 47 **Bg2-f1** **h4-h3**, and White will have to surrender his Bishop.

42 ... **Rg2-g1**

Obviously, the Rook's aim is to get behind the passed Pawn. From there its power to strike extends all along the line, so that no matter how far the Pawn moves up the file, it can never escape the Rook's attack.

43 **Bd3-e4** **Rg1-e1**

This may look strange, since it compels the Pawn to move up the board. The idea though is to force the Pawn to advance to a white square, and thus be the Bishop down to its protection.

44 **c5-c6**



## Ending 48

Time for a diagram



Position after 44 c1-c2

44 ... Rc1-c2!

A tremendously effective move! It reduces White to a state of Zug-zwang, the compulsion to move, when any move he makes either loses some material, or is fatal.

45 c6-c7

Voluntarily gives up the Pawn, which he cannot retain.

Consider the consequences of these remaining alternatives

(a) 45 Kf4-f5 Rc3-c5+ 46 Kf5-f4 Ke7-e8 47 Kf4-e3 (a Bishop move loses the Pawn at once, while 47 g3-g4 allows Black to secure a passed Pawn by 47 ... h5-h4) 47 ... f6-f5 48 Ke3-d4 Ke6-d6 49 Be4-d3 Kd6xc6 50 Bd3-c4 Rc5xc4+! 51 Kd4xc4 f5-f4 52 g3xf4 h5-h4, and Black wins.

(b) 45 Be4-d5 Rc3-c5 46 Kf4-e4 f6-f5+ 47 Ke4-d4 Rd5xd5+ 48 Kd4xd5 f5-f4! 49 Kd5-c5 (or 49 g3xf4 h5-h4 50 Kd5-c5 Ke7-d8 51 Kc5-b6 Kd8-c8, and wins) 49 ... Hxg3 50 Kc5-b6 g3-g2 51 c6-c7 g2-g1(Qb)+ 52 Kb6-b7

Qg1-b1+ 53 Kb7-c8 Qb1-b6 54 f3-f4 Qb6-a7 55 f4-f5 Qa7-a8 mate.

46 ... Rc3xc7

Removes a potential danger. The ending still requires winning, and the manner of its doing is an illustration of smooth, flawless technique.

The solution is as lucid and accurate as though it were the solution of a composed endgame study.

46 Be4-d5 Rc7-c5

The attack on the Bishop is the first step in driving it away from the diagonal leading to e6, a square that Black wants for his King.

47 Bd5-a2

The Bishop intends to stay on the critical diagonal. If instead 47 Bd5-b3 Rd5-b5 forces 48 Bb3-a2 (or 48 Bb3-c4 Rb5-b4 pins the Bishop, or if 48 Bb3-a4 Rb5-b4+ wins the Bishop) 48 ... Rb5-b2 49 Ba2-d5 Rb2-b4+! 50 Kf4-f5 (if 50 Bd5-e4 Ke7-e6 51 Kf4-e3 f6-f5 wins, or if 50 Kf4-e3 f6-f5 followed by 51 ... Ke7 (6 wins) 50 ... Rb4-b5 51 Kf5-e4 f6-f5+ 52 Ke4-d4 Rb5xd5+ 53 Kd4xd5 f5-f4 54 g3xf4 h5-h4, and the Pawn cannot be stopped).

47 ... Rc5-b5!

Complete domination! The Bishop has no moves!

48 Kf4-e3

If 48 Kf4-e4, the procedure is 48 ... f6-f5+ 49 Ke4-d4 Ke7-f6 50 Kf4-e3 (the Bishop still may not move, and 50 g3-g4 succumbs

to 50 ... f5xg4 51 f3xg4 Rb5-b4+ followed by 52 ... f5xg4!  
 50 ... Rb5-b4 51 Ba2-d5 f5 e4+  
 52 g3xh4 h5-h4 53 Ke3-d2 Rb4-b2+  
 54 Kf2-g1 Kf6-f5 55 Bb5-x7  
 Kf5x4 56 h7-d5 Kf4-g3  
 57 Bc5-e4 Rb2-a2 58 Kg1-f1  
 h4-h3, and Black wins.

48 ... Ra5-e5

49 Ba2-c4

Just about the only square left to the Bishop on the diagonal. If instead 49 Ba2-b3 Ra5-a3 pins the Bishop, and if 49 Ba2-b1 (reluctantly leaving the diagonal)

49 ... Ke7-e6 50 Ka3-e4 Ra5-e4+  
 51 Kd4-e3 (but not 51 Bb1-e4, when f6-f5 wins the Bishop)

51 ... f6-f5 52 Bb1-c2 f5-f4+

53 g3xh4 (or 53 Ke3-d2 f4xg3)

54 Bc2xc4 g3-g2 wins!

53 ... Ra4-a3+ 54 Ka3-d2 Ra3-a2

55 Kd2-e1 Ra2xc2+, and Black wins.

48 ... Ra5-e5

50 Ba4-a6

The alternatives are 50 Ka3-d4 Rc5-g5, winning a Pawn, or 50 Bc4-e2 f6-f5, vacating the square f6 for the King.

50 ... Ke7-e6

51 Ke3-f4 Re6-e3f

52 Ba6-f1

White is running short of moves!

On 52 Kf4-e4 (the only square open to the King) 52 ... f6-f5+

53 Ke4-f4 Ke6-f6 enables Black to make further progress.

52 ... f6-f5!

At last! The Pawn makes room for the King to occupy f6.

This is the position:



Position after 52 ... f6-f5!

53 Bf1-e6

White has little choice. If 53 g3-g4 f5xg4 54 f3xg4 h5-h4 55 g4-g5 h4-h3 56 Kf4-g4 h3-h2 57 Bf1-g2 Rc3-c1, and White will have to give up his Bishop for the Pawn, or if 53 Kf4-g5 Rc3xc3 54 Bf1-c4+ Ke6-e5 55 Kg5-h4 f5-f4, and Black wins easily.

53 ... Ke6-f6

54 Ba6-b7

On 54 Ba6-a2 Rc3-b3 followed by 55 ... Rb3-b4+ drives White's King back, while Black's will be enabled to advance.

54 ... Rc3-c4+

55 Kf4-e3 Kf6-g5

With this next little win in mind:

55 ... f5-f4+ 57 Ke3-d3 (or

57 g3xh4+ Rcdxh4 gives Black a

passed Pawn, or if 57 Ke3-f2

Rd4-e2+ 58 Kf2-g1 f4xg3 gives

him two passed Pawns)

57 ... f4xg3 58 Ke3xc4 Kg5-f4!

and wins nicely, as the Bishop is shut off from the g2 square.

## Game 48

### 56 Kc3-h2

The King retreats in order to head off the potential passed Pawn—whichever one that may be!

56 ... f5-h4!

This is the key move in all cases!

The immediate threat is

57 ... Rc4-c2+ 58 Kc2-g1 f4-g3

57 Kf2-g2

Now the check would be met by 58 Kg2-h3, saving one Pawn.

57 ... f7-f6!

Passed Pawns must be pushed!

The Pawn which has waited patiently at its home base for 56 moves, is destined, before it or not, to become the passed Pawn that wins the game!

### 58 White Resigns

White does not require proof.

After 58 Kg2-h3 f4-g3 59 Kc3-g3 h5-h4+ (a likely-looking candidate, but not the final choice) 60 Kg3-h3 Rc4-c3 61 Bb7-c5 Kg5-f4 62 Kc3xh4 Rc3x13 63 Bc5x13 Kf4x13 64 Kh4-h3 f5-f4 65 Kh3-h2 Kf3-e2, and the Pawn marches straight through to the coronation.

"The speed with which the White position fell apart is rather surprising," says Fine, "but there does not seem to be anything that he could have done."

A great game all the way through, and a fascinating ending, abounding in quiet brilliancies.

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## GAME 49

White: K. Haxel

Black: J. R. Capablanca

Budapest, 1929

*Alouco Indian Defence*

From the artistic standpoint, I can do no better than quote Golombek, who says, in his admirable Capablanca's 100 Best Games of Chess: "A bright and flawless gem, played with the usual Capablanca elegance."

From the technical standpoint, a superb specimen of position play, featuring the art of winning the utmost out of a tiny advantage.

Capablanca secures a Pawn majority on the Queen-side, and then sets to work to translate it into a passed Pawn. This he accom-

plishes by obtaining control of the open e-file. He then exploits the weakness of his opponent's white squares, infiltrating them with his pieces.

The rest consists of escorting the passed Pawn safely to the queening square.

1 d2-d4 Ng8-f6

2 c2-c4 e7-e6

3 Nb1-c3 Bf8-b4

Now the Knight, and thereby prevents the formation of a strong Pawn center by 4 e2-e4

4 Qd1-c2 g7-c5

Restrained White's e-Pawn for a long time, meanwhile taking control of e4, a key square.

5 Ng1-f3

Rather lack lustre, a preferable line of play being 5 c4xd5 Qd3xd5 6 Ng1-f3 c7-c5 7 Bc1-d2 Bb4xc3 8 Bc2xc3 c5xc4 9 Nf3xd4 e6-e5 10 Nd4-f5 Bc8xf5 11 Qc2xf5 Nb8-c6, and White's two Bishops should offset Black's lead in development.

6 ... c7-c5!

'Black equalizes in any Queen Pawn opening,' says Resben Fine, 'where he can play both ... d7-c5 and ... c7-c5 with impunity.'

6 c4xd5 Qd3xd5

7 e2-e3 Bb4xc3+

There is no choice, as after 7 ... Bb4-a5 8 b2-b4 c5xb4 9 Nc3xd5 b4-b3+ 10 Bc1-d2 b3xc2 11 Nd5xd6+ g7xf6 12 Bc2xc5, and White has won a piece.

8 b2xc3 Nb8-c6

9 e2-e3

Shuts in the Queen Bishop, but if instead 9 c3-c4 Nc6xc4 10 Qc2-a4+ Qd5-d7 wins a Pawn for Black.

9 ... e6-e5

10 Bf1-e2

Much too respectful of his opponent's reputation, Haxvi develops timidly. Far better is this vigorous continuation, adopted by Alekhine in his match against Euwe in 1937: 10 c3-c4 Qd5-d6 11 Bc1-b2 c5xd4 12 e3xd4 b7-b5 13 Bf1-d3 Bc8-b7

14 e4-e5, and Alekhine won on the 40th move.

10 ... e5xd4

11 e3xd4

Of course not 11 Nf3xc6 Qd5xg2 12 Bc2-f3 Nc6xd4, and Black wins a piece.

Somewhat preferable though, was to capture by 11 e3xc4, retaining the dark-squared Bishop.

11 ... b7-b6

Black now has a two-for-one Pawn advantage on the Queen-side, and an open c-file that is made to order for his Rooks.

12 Nf3-d2 Bc8-b7

Obviously, tratching the g-Pawn would be a dreadful blunder, the reply 13 Bc2-f3 winning a piece on the spot.

13 Bc2-f3 Qd5-d7

A superficial assessment would indicate that White has the better game. He has the two Bishops, a well-supported center Pawn, piece use (so far) on the e-file, and no visible weakness.

All that Black seems to have is a Pawn majority on the Queen-side, and the possibility of winning control of the c-file.

But there is hidden strength in Black's position—as we shall see!

14 e4-e5

Efforts to advance the e-Pawn are premature, as 14 e3-e4 Nc6xd4 costs a Pawn, while 14 Bf3xc6 Bb7xc6 15 e3-c4 Qd7xd4 16 Qc2xc6 Qd4xc1 is even more expensive.

14 ... Rf8-e8

## Ending 49

With the transparent threat of 15 ... Nc5xd4, Black banishes the enemy Queen from the c-file.

15 Qc2-e1 Nc5-e5!

The Knight brings pressure to bear on the sensitive white squares.

16 Bf3xb7

White feared the consequences of 16 Bf3-e2 Nf6-d5, followed by 17 ... Nd5-c3, but exchanging Bishops simplifies the position, and accentuates Black's positional superiority.

16 ... Qd7xb7

Black is now ready to exploit the circumstance that his opponent's white squares are vulnerable to invasion.

These squares have been weakened by the disappearance of the Bishop operating on those squares. This advantage, together with that of Black's Pawn majority on the Queen-side (a situation which, when Capablanca is driving, generally results in the creation of a passed Pawn), should be enough to forecast a win for him.

Which is not to say that the procedure is easy! It still requires skill of the highest order to attain the desired result.

From this point on, we will see the Capablanca technique at its best, in the art of winning a won game.

17 Bc1-b2 Qd7-e6

The Queen's presence on this diagonal increases the pressure on the white squares. She now threatens to come in strongly at e2.

18 Rf1-e1

If 18 Rf1-c1 (to dispute possession of the c-file) there follows

18 ... Qe6-e2 19 Nd2-c3 Nc5-b3

20 Rc1xc8 Rf8xc8 21 Ra1-e2

Rc8-c1+, and Black must give up his Queen to avoid mate (22 Bb2xc1 Qe2-d1+, and mate next).

18 ... Nf6-d5

19 Ra1-e2

A strange-looking move. White intends either to oppose Rooks by 20 Bb2-a1 followed by 21 Ra2-c2, or to continue with 20 Qb1-a1, in order to prevent 20 ... Nd5-c3.

## Ending 49

Position after 18 Ra1-e2

Capablanca to move



Notes:

Black enjoys certain advantages:

- (1) his Queen Rook controls the important c-file,
- (2) his Queen commands an imposing diagonal,
- (3) his Pawn majority on the Queen

gde presage the creation of a passed Pawn.

Capablanca plans to increase the pressure on the c-file by doubling Rooks on the file. He also intends to utilize the circumstance that his opponent's white squares are weak to introduce his pieces with decisive effect into the enemy's territory, availing himself particularly of the square e4, on which three of his pieces concentrate their power.

19 ... Rxc6-c5

20 e3-e4

This looks attractive, as it builds up an impressive Pawn center.

Such Pawn centers may bear within them the seeds of their own destruction, and that they may be peculiarly vulnerable to attack was graphically demonstrated by Alekhine, when he introduced a new concept, the Alekhine Defence, into tournament practice in 1921.

20 ... Nd5-e3!

A genuine matter move in all respects! One would expect

20 ... Nd5-f4 almost as a matter of routine, as there the Knight assumes a commanding post, but hardly to e3, where this fine, healthy Knight is given up for an impotent, ineffectual Bishop.

But it is characteristic of Capablanca to be ready to yield one advantage for the sake of securing another, which turns out to have more lasting benefit.

21 Bb2xc3 Rxc6xc3

22 Ne2-e3

If White disputes the c-file by 22 Re1-c1, there follows

22 ... Rxc3xc1+ 23 Qb1xc1 Qa5-a3 24 Qc1-b2 Rf8-d8, and White must lose one of his center Pawns.

22 ... Rf8-e8

Black now has a powerful grip on the Bishop file, and cannot be easily driven off.

23 h2-h3

Provides a light-square for the King, while awaiting the turn of events.

A move such as 23 Re1-a3 is of course useless, as 23 ... Rxc3-c1+ in reply wins the Queen.

23 ... Ne5-e4

Suddenly White's a Pawn is under attack by three pieces!

24 a3-a4

This is the position:



Position after 24 a3-a4

24 ... Ne4-e3!

Next! At one blow the Knight attacks the Queen, and cuts off the Rook from its protection of the a Pawn.

25 Qb1-b2

## Ending 49

It is futile to try to save the Pawn, as 25 Qb4-d1 would be met by 25 ... Rc8-c4, striking at the Pawn once more—and winning it.

25 ... Qa8xa4

The first tangible gain.

Now watch the greatest genius that the game ever produced demonstrate the art of turning a passed Pawn into a Queen.

Notice how any combinations, no matter how attractive, which do not relate to that objective, are sedulously avoided.

Such intensity of purpose is truly frightening (especially to one who has to face it!).

26 Re1-e2

What else is there? If 26 Qb2-c2, Rc3-c2 simplifies the position to Black's advantage, while 26 Re1-e1, attacking the pinned Knight a third time, is deftly countered by 26 ... Qa4-b5, extracting the Knight from his predicament.

26 ... b6-b5

Passed Pawns must be pushed—at every available opportunity!

27 d4-d5 e6xe5

Black is content to exchange, as the recapture burdens White with an isolated center Pawn.

28 e4xe5

The exchange suits White as well, since it opens the e-file for his Rook, and enables him to threaten a mate in two by 29 Qb2xc3 Rc8xc3 30 Rc2-e8 mate.

28 ... b5-b4!

Perhaps an obvious move, but brilliant nevertheless in the number of

things that a little Pawn push accomplishes:

(a) it nullifies White's threat, the square e8 being now covered by the Queen,

(b) it threatens to win the d-Pawn by 29 ... Qa4-d1+ 30 Re2-e1 Qd1xd5, after which White may not capture the Rook, which is now protected by the Pawn,

(c) it advances the Pawn one step nearer the goal, the eighth square.

29 Qb2-c2

Bring the Queen into more active play, and prepare to advance his own passed Pawn.

29 ... b4-b3

The Pawn moves up another step, thereby complying with the Manhattan Chess Club epigram, 'Black passed Pawns travel faster than White.'

30 Ra2-b2

Blockading the Pawn offers more resistance than 30 Ra2-a1 Rc3-c2 31 Qd2-e3 b3-b2, and White can resign.

30 ... Rc3-c2

Black's play is crystal-clear. Since (a) the passed Pawn must be pushed, and (b) its path is blocked by a Rook, therefore (c) the blockader must be removed!

31 Qd2-e3

The alternative 31 Rb2xc2 b3xc2 followed by 32 ... Rc8-b8 and 33 ... Rb8-b1 offers no hope at all; so White tries to complicate matters.

31 ... Rc2xb2

Begins some neat finishing touches.

## 32 Re2xb2

The a file strikes!



Position after 32 Re2xb2

## 32 ... Na3-c4!

Double attack on Queen and Rook!  
How does White avoid loss of the exchange?

## 33 Qa3-c1

Answer: by pinning the imperious Knight!

Instead of this, had White

played 33 Qa3xb3, the response would simply be 33 ... Nd4xb2, thereby protecting his Queen with the Knight.

## 33 ... Qa4-a3!

Beautiful! Black garners the pin of his Knight by applying a pin of his own—on the Rook, which he now threatens to remove with the Queen.

## 34 Rb2-b1

The Rook steps out of the pin, only to encounter other troubles.

## 34 ... Qa3xc1+!

The coup de grâce! This compels White to concede, as after 35 Rb1xc1 b3-b2 (the Pawn pushes on) 36 Rc1 b1 Rc2 b2 37 Kg1-f1 Nd4-a3 (divies off the last block-ader) 38 Rb1-d1 b2-b1(Q), and the passed Pawn wins the game for Black.

## 35 White Resigns

Capablanca's moves flow along smoothly and easily, but behind them is a force that is irresistible.

## GAME 50

White J. R. Capablanca

Black G. A. Thomas

Hastings 1929–30

## Queen's Indian Defense

Impeccable opening play yields Capablanca a slight advantage in position, which he cleverly carries over into the middgame.

As a result, Sir George's pieces are crowded together, and have little scope to display their prowess

in fact, at that stage, not one of them dares venture a step beyond the third rank.

The last part of the game is described by Euwe and Prins as, 'Ein ausgezeichneter Endspiel.'

And if you gather from that,



## Game 50

that Capablanca's endgame play was outstanding, splendid, artistic, or just plain elegant, you get the picture from any of these adjectives.

- 1 N<sub>g1</sub>-f3 N<sub>g8</sub>-f6  
 2 c2-c4 e7-e6  
 3 d2-d4 Bf8-b4+  
 4 Nb1-d2

Varies from the customary 4 Bc1-d2, an interesting variation being 4 ... Qd8-e7 5 g2-g3 Nb8-c6 6 Bf1-g2 Bb4xd2+ 7 Nb1xd2 d7-d6 8 0-0-0 9 e2-e4 e6-e5 10 d4-d5 Nc6-b8 11 b2-b4 Bc8-g4 12 Qd1-c2 c7-c6 13 Nf3-h4, as occurred in 1938 at the Avro Tournament, Emsa (with White) vs.ashing Ficht.

- 4 ... b7-b6  
 5 e2-e3 Bc8-b7  
 6 Bf1-e3 Nf5-e4  
 7 a2-a3 Bb4xd2+  
 8 Nf3xd2 Ne4xd2  
 9 Bc1xd2 f7-f5

Naturally, 9 ... Bb7xg2 10 Rh1-g1 Bg2-b7 11 Rg1xg7 isn't worth a second thought.

Castling on the Kingside being dangerous, Black temporizes. Meanwhile, he prevents the advance of White's e Pawn.

- 10 Qd1-h5+

The purpose of this is to compel the advance of another Pawn to a white square.

- 10 ... g7-g6  
 11 Qh5-h6

Threatens to win by 12 Qh6-g7—which Black promptly prevents.

- 11 ... Qd8-e7

- 12 f2-f3

Prepares to build up a broad Pawn center by 13 e3-e4 next move.

- 12 ... d7-d6

- 13 e3-e4 Nb6-d7

- 14 0-0-0 0-0-0

- 15 a4xg5 e6xf5

On 15 ... g6xf5 16 Bd2-g5 could heat a bit. Black would have nothing better than 18 ... Qe7-f6, after which 18 Qh5xf6 Rd8-e8 19 Qe3xf5 wins two Pawns for White.

- 16 Bd2-g5

This is the position.



Position after 16 Bd2-g5

- 16 ... Qe7-f6

The saving move, the sequel to interposing by 16 ... Nd7-f8 being 17 Qh8-h4 Rdb8-f8 (or Variation a) 18 Rh1-e1 Qe7-f7 19 Bg5xf6 Qf7xf6 20 Re1-e8+ (taking advantage of the overworked Rook) 20 ... Ke8-d7 21 Qh4xf6 Rf8xf6 22 Rcd8h8, and White has won a Rook.

16! 17... Rb6-g6 18 Rb1-e1  
 Qc7-d7 19 d4-d5 (threatens  
 20 Rb1-e6) 19... Rd8-e8  
 20 Bg6-f6 Rb8-c8! (if  
 20... Qf7-e6 21 Qh4-e6 wins a  
 Rook) 21 Rd1-e1 Qf7-xf6  
 22 Qh4-xf6 Rf8-xf6 23 Rb1-e7,  
 and White is in sight of a win.

17 Qh6-h4 Rd8-e8  
 18 Rb1-e1 Qf8-f7  
 19 Kc1-c2 e7-e5  
 20 b2-b3 Bb7-a6  
 21 Kc2-c3 h7-h5  
 22 Rb1xe8+

Clearing away the heavy pieces will accentuate the superiority of the two Bishops in the ending.

22... Rf8xe8!  
 23 Rd1-e1 Bb6-b7  
 24 Qh4-f2 Kc8-b8

Black is curiously helpless to prevent the forthcoming exchange of Rooks.

Running away by 24... Rb3-g3 leads to this: 25 Rb1-e7 Qf7-f8 26 Qf2-e3 (threatens to win a Rook by 27 Qe3-e6 Qf8-d8 28 Rb7xd7 Qd8g5—or 28... Qd8-e7 29 Qe6g8+ and mate next—29 Rd7-g7+) 26... Rg8-h8 27 Bg6-h6 Qf8-d8 (but not 27... Qf8xh8 28 Rb7-e3+ and mate next, nor 27... Rh8xh6 29 Rb7-e8+ and mate next) 28 Bh6-g7 Rh8-g8 29 Qe3-e8 Bb7-c6 30 d4-d5, and Black is out of moves.

25 Rb1xe8+ Qf7xe8

## Ending 50

Position after 25... Qf7xe8

Thomas



Capablanca to move

White's game is incontrovertibly superior.

He has the two Bishops; his King is closer to the center for the coming endgame; his Pawns have freedom of movement. Black's Pawns being unable to move without incurring loss.

Capablanca plans to simplify the position by exchanging Queens. Then by reducing the mobility of Black's remaining pieces, he will make the way clear for his King to march over to Black's Kingside Pawns, which will lack adequate protection, and if necessary, remove them from circulation.

26 Qf2-e2! Qe8xe2

Avoiding the exchange would allow White to play 27 Qe2-e7 with paralyzing effect.

27 Bd3xe2 Bb7-a8  
 28 Bg6-e7!!

## Ending 69

Two exclamation marks for this move!

One, for fixing the Knight so that it cannot move.

Two, for vacating the square g5 for the King, who can wander over there, and pick off the neighbouring Pawns at his leisure.

38 ... b6-b5

Black sacrifices a Pawn to enable his Knight to get into play on the Queen-side.

39 e4xb5 Nd7-b6

Which is does—with a threat of winning the Bishop by

30 ... Nb6-d5+.

30 Be2-e4 Nb6xc4

The Knight is happy to remove one of the dangerous Bishops, especially as the resulting ending with Bishops of opposite colours usually leads to a draw, even with a Pawn or two less.

31 b3xc4 Kb6-b7

32 d4-d5!

Halls down the position on the Queen-side before starting the King march.

32 ... f5-f4

This will cost a Pawn, but he must give his Bishop some elbow room to get some counterplay or else slowly succumb.

33 a3-a4 Be8-f5

34 Be7-g5 Kb7-c8

35 Bg5xf4 Ke8-b7

36 h2-h3 Bf5-b1

37 g2-g4 h5xg4

38 h3xg4 Kb7-a7

39 Bf4-d2

With a concealed attack on the a-Pawn.

39 ... Ka7-b6

40 Q44 Bb1-e4

41 f4-f5!

A neat finesse to obtain a passed Pawn.

41 ... g6-f5

42 g4-g5 f5-f4

Black hastens to return the gift, so that he can blockade the dangerous Pawn.

43 Bc2x14 Be4-g6

44 Bf4-e3+ Kc6-b7

This is the situation:



Position after 44 ... Kb6-b7

45 e4-d5! d6xc5

Refusing to capture is worse, as after 45 ... Bg6-f7 instead, this would occur: 46 c5 c6+ Kb7-c8 47 Kc3-e4 and White can continue either with 48 Be3-c2 picking off the Rook Pawn, or with 48 b5-b6, winning easily in either case.

46 Kc3-e4 Bg6-c2

47 Kd4c5 Bc2xa4

The Bishop does not hesitate to capture, as he can still get back to h7, in time to head off the g Pawn.

48 Bc3 d2 Bb4-c2

49 Bd2xa6 Bc2-g8

50 d5-e6

Nicely creating another passed Pawn.

50 ... f7xe6+

51 Ke5xd6 Black Resigns

Sir George does not care to see the dénouement, but to dispel any doubts, this is how the win could

be completed: 51 ... Bg6-e8  
52 Kd6-c5 Bb8-g6 53 Bb6-c3  
Bg6-e8 54 Bc3-e5 Bb8-g6 55 b5-b6  
Bg6-e8 56 Bc5-e7, after which the  
King walks over to the Kingside,  
wins the Bishop for the g Pawn,  
then returns to the Queen-side, and  
helps the last Pawn become a  
Queen.

Exquisite play, and devilishly  
instructive as well.

As Goethe once said, "Seeing  
someone accomplishing arduous  
things with ease gives an impres-  
sion of witnessing the impossible."

## GAME 51

White J. R. Capablanca

Black F. D. Yates

Hastings, 1920

Queen's Gambit Declined

Rook endings are important, as they are the ones that occur most often in the game of chess.

One can recognize the touch of a master in the way Capablanca handles Rook endings. They are delicate affairs in which the work of hours may be ruined by one hasty move.

I believe that a proper study of the fine points of such magnificent Rook endings of Capablanca's as the one against Duras in 1913 (Game 18), the one against Tartak over in 1924 (Game 36), and the one that follows against Yates, will go far to improve a player's strength.

The difficulties are heightened when the Pawns are all on one side of the board. The acquisition of a passed Pawn requires the utmost care and attention, such as Capablanca lavishes on the fifty moves of his ending against Yates, in the following game.

1 d2-d4 d7-d5  
2 c2-c4 e7-e6  
3 Ng1-f3 Ng8-f6  
4 Bc1-g5 Nb8-d7  
5 e2-e3 g7-g7  
6 Nb1-c3 0-0  
7 Ra1-c1

Probably best at this point, judging

Game 51

from the fact that it was played about 20 times in the Capablanca-Alkhine World Championship match in 1927.

The Rooks' influence will be felt on the c-file after the inevitable exchange of Pawns.

7 ... c7-c6  
 8 Rf1-d3 e5xc6  
 9 Bd3xc6 a7-a8

Black's idea is to continue with 10 ... b7-b6, 11 ... Sc8-b7, and an eventual ... c6-c5.

The best specific for Black's cramped game is Capablanca's freeing maneuver, 9 ... Nf6-e5, which forces the exchange of a couple of pawns.

A model continuation would go something like this: 9 ... Nf6-e5 10 Sg5xe7 Qd8xe7 11 0-0 Nd5xc3 12 Rf1xc3 e6-e5 13 e4xe5 Nd7xc6 14 Nf3xe5 Qe7xe5 15 f3-f4 Qe5-e4!, with a satisfactory game.

There are perils of course, even in this innocuit-looking position. For example, if Black plays

15 ... Qe5-e7 (instead of his last move), there is this neat possibility:  
 16 f4-f5 Rf8-d8 17 f5-f6 Rd8xd1 18 f6xe7 Rd1xf1+  
 19 Sc4xf1 Sc8-f5 (if 19 ... Sc8-e6 20 Rc3-d3!) 20 e3-e4 Sf5-g6 (or 20 ... Sf5xe4 21 Rc3-e3 f7-f6 22 Sf1-c4+ Kg8-h8 23 Sc4-f7 wins) 21 Rc3-d3 Ra8-e8 22 Rd3-d8 f7-f6 23 Sf1-c4! Kg8-h8 24 Sc4-e6, and 25 Se6-d7 next move assures the win for White (Tartakover).  
 10 0-0 b7-b6  
 11 Sc4-e3 Sc8-b7  
 12 Qd1-c2 Ra8-c8

13 Rf1-d1 c6-c5  
 14 e4xc5 Rc8xc5  
 15 b2-b4 Rc5-c8  
 16 Qc2-b1 Nf6-e5  
 17 Nc3xe5 Be7xg5

Clearly, not 17 ... Bb7xc6 18 Rc1xe8 Qd8xc6 19 Sg5xe7 winning a piece, nor 17 ... Rc8ac1 18 Nd5xe7+ Qd8xe7 19 Sg5xe7 Rc1ab1 20 Rd1xb1, and White has won a piece.

18 Rc1xc8 Sb7xg6  
 And of course not 18 ... Qd8xc6 19 Nf3xg6, and the threat of 20 Qb1xb7 mate, and 20 Nc6-e7+ winning the Queen, cannot both be parried.

19 Nf3xg6 Qd8xg6  
 20 Nd5-c3 Sc8-b7

Threatens mate on the move. There is always some satisfaction in that, even if it's short-lived.

This is the picture on the board:



Position after 20 ... Sc8-b7

21 Nc3-e4 Qg5-g6  
 Ready to meet 22 Rd1xd7 with

22 ... Bb7xa4—a devastating recapture which forces 23 Qb1 f1, and a passive position.

22 Bc2-d3 Bb7-a5

23 Nc4-c3 Qg8xb1

24 Nc3xb1 Nd7-f6

If 24 ... Bf5xa2 25 Nb1-c3 Bc2-d5 26 Nc3xd5, and White regains his Pawn with the better ending.

25 Nb1-c3 Rf8-c8

Black becomes ambitious! Or does he overlook a fairly easy draw by 25 ... Bc5xf3 26 g2xf3 Rf8-c8 27 Rd1-c6 Kc8-b7?

26 Na3xd5 Nf6xd5

27 Bf3xd5 e6xd5

28 g2-g3 g7-g6

On 28 ... Rc8-c6 29 Rd1-c4 loses the Pawn and 30 a3-a4 wins it.

29 Rf1xf6 Rf6-c2

30 a2-a4 b6xa4

31 Rd5-a5

Alert, and assures White of remaining a Pawn ahead.

31 ... Rc2-a2

32 Ra5xa6 Kg8-g7

33 Kg1-g2 a4-c3

34 b4-b5 Ra2-b2

35 Ra6xa3 Rb2xb6

## Ending 51

Position after 35 ... Ra2xb6

White



Capablanca to move

Though White is a Pawn ahead, the position is a theoretical draw, as the Pawns are all on one side of the board.

But there are winning chances—especially if White is Capablanca!

Capablanca plans to place his Rook in a dominating position, and force a favorable exchange of Pawns—one that will split up Black's Pawns, and isolate them.

After that a long, careful King march up the board, sheltering and being sheltered by the advancing Pawns.

All this is carried out by Capablanca in flawless style, in an ending that ranks as one of the grandest in the entire literature of chess.

36 Ra3-a6 Rb5-b4

37 b2-b3 Rb4-c4

38 Kg2-f3

White is in no hurry to play

38 g3-g4, when 38... Rc4-c5 followed by 39... h7-h5 offers good drawing chances...

38 ... Rc4-c4

39 Ra6-a7 Rb4-c4

There was still time for 39... h7-h5.

40 g3-g4!

But this prevents it once and for all!

40 ... h7-h6

This may be the cause of his loss, though the authorities are divided here. Had Yates played otherwise and lost, the critics might have said, 'Why not 40... h7-h6 at this point?'

Kashdan, in the *American Chess Bulletin*, says, 'This natural-looking move is bad in this position, and it probably is the cause of his loss.'

White will eventually play h3-h4, h4-h5, and h5xg6. If Black recaptures with the Pawn, he allows a passed King Pawn, or if, as in the game, with the King, the remaining Pawns are isolated. With the Pawn still at h7, White's h4-h5 would involve no threat, and if he ever played g4-g5, then... h7-h6 could come, and the exchange of Pawns could lead to a book draw.

Ruben Fine in *Sixty Chess Endings* views it thus, 'The move is not necessary to prevent g4-g5, since it could always be played there. But it does come in handy against the advance of the enemy Rook Pawn, e.g., if Black plays passively, White may play h3-h4, h4-h5: Kf3-g3, f2-f4, Kg3-f3, and finally Ra5-a7, threatening e3-e4, e4-e5, f4-f5, and h5-h6+. In that

event,... h7-h6 at some future date would certainly be forced.'

41 Kf3-g3

Prepares to advance the Bishop Pawn—or the Rook Pawn!

41 ... Rc4-c1

42 Kg3-g2 Rc1-c4

43 Ra5-a5

The position in the next



Position after 43 Ra5-a5

43 ... Rc4-c4

Against the plausible 43... g6-g5, White builds up this formation: 44 f2-f3, 45 e3-e4, 46 Rd5-f5, and 47 h3-h4. If then 47... g6xh4 48 Kg2-h3 or if 47... f7-f8 48 Rd5-a5, threatening 49 Ra5-a7+ and 50 h4-h5.

44 f2-f3!

Now the threat of 45 h3-h4 and 46 h4-h5 begins to take definite form.

44 ... Re4-a2+

45 Kg2-g3 Ra2-e2

46 Rd5-e5 Re2-e1

47 Kg3-f2 Re1-h1

48 Kf2-g2 Rh1-e1

49 h3-h4 Kg7-f6

'More exact,' says Fine, 'was  
49 ... Re1-e1 50 h4-h5 g6xh5  
51 Re5xh5 f7-r6 52 Rh5-h5  
Kg7-g6 53 Kg2-f3 Ra1-e4 with  
equality.'

I believe though that White  
had excellent winning chances, as  
the two isolated Pawns can inspire  
no confidence in Black's prospects.

50 h4-h5 Re1-e2+

If instead 50 ... g6xh5 51 Kg2-f2  
followed by 52 Re5xh5, with a  
position similar to that which  
occurred in the game, while on  
50 ... g6-g5, the continuation  
51 Ra5-e5+ Kf8-g7 52 Kg2-f2  
Re1-e1 53 f6xg6 wins a Pawn for  
White.

51 Kg2-f3 Re2-e1

52 Ra5-e5 Kf8-g7

53 h5xg6 Kg7xg6

If Black avoids Soylis (53 ... f7xg6,  
which lets White have a paired Pawn  
on the e-file) he falls into Charybdis  
53 ... Kg7xg6, which splits up his  
Pawns!..

The capture by 53 ... f7xg6  
could lead to this pretty win:  
54 Ra5-e7+ Kg7-g8 55 e3-e4!  
Re1-f1+ 56 Kf3-e3 Rf1-g1  
57 f4-e5! Rg1xg4 58 e5-f6! and  
White's Pawns, being farther ad-  
vanced, will secure the win for him.

Or if 53 ... f7xg6 54 Ra5-e7+  
Kg7-f6 55 Ra7-b7! Re1-d1+  
56 Kf3-g2 Rf1-e1 57 Kg2-f2  
Re1-e1 58 Rh7xh6!, and White  
wins

54 e3-e4

'Sobre todo,' says Becker in the  
*Klauer-Schachzeitung*.

Other critics, though, suggest as  
more forceful this line of play:  
54 Ra5-d5! Re1-f1+ 55 Kf3-g2  
Rf1-e1 56 Kg2-f2 Re1-e1 57 e3-e4  
and now the threat of 58 Ra5-d6+  
followed by 59 e4-e5 comes in with  
greater effect; if then 57 ... Ra1-e4  
58 Kf2-e3 Re4-e3+ 59 Rd5-e3, and  
the Pawns are ready to move for-  
ward.

54 ... Re1-f1+

55 Kf3-g3 Rf1-g1+

56 Kg3-h3 Rg1-f1

But not 56 ... Rg1-e1+ 57 Kh3-g2.

57 Ra5-f6

White protects the Pawn properly,  
avoiding such impulsive moves as  
57 f4-f5+ when 57 ... Kg6-g5 lets  
the opponent out of his clutches.

The diagram shows the position:



Position after 57 Ra5-f6

57 ... Rf1-e1

Black misses a golden opportunity  
he must prevent 58 e4-e5!

He should have proceeded as



## Ending 51

follows: 57 ... f7-f6 58 Kh3-g2  
Rf1-e1 59 e4-e5 f6xe5 60 Rf5xe5  
Re1xe5 61 Nxe5-h4-h5 62 g4xh5+  
Kg5xh5 63 Kg2f3 Kh5-g5  
64 Kf3-e4 Kg6-f7 65 Ke4-d5

Kf7-e7, and the position is a book draw.

58 e4-e5! Re1-e3+

59 Kh3-g2!

(Capablanca, as usual, is on the go!  
vive, and does not fall into

59 Kh3-h4, after which the play  
would go this way: 59 ... Re3-e3!

60 Rf5-f6+ (just about the only  
move!) 60 ... Kg5-g7 61 g4-g5 (if  
h4-f5 Rc3-e3 wins a Pawn)

61 ... h5xg5+ 62 Kh4xg5 (on  
62 Nxe5 Rc3-e3 63 Rf6-f5 Kg7-g6  
draws) 62 ... Rc3-e3 63 Rf6-e6

Ra3-e1 64 Ra6-e4 Re1-e2

65 Kg5-f5 Re2-e1 66 Ra4-e7

Re1-e2 67 Ra7-e7 Re2-a2

68 e5-e6 Ra2-a5+ 69 Kf5-g4

Kg7-f6, and Black forces a draw.

60 ... Re3-e3

60 Rf5-f6+ Kg8-g7

61 Rf6-b6 Ra3-e3

Restraints the Pawn from advancing—*poor is moment!*

62 Rb6-b4

This move and the next is intended  
to drive the Rook off the e file.

62 ... Ra3-e3

63 Kg2-f2 Rc3-e3

64 Rb4-b7

Threatens to win a Pawn by

65 e5-e6

64 ... Kg7-g8

But not 64 ... Kg7-g5, when

65 h4-f5+ Kg6-g5 66 Rb7x17

Kg5xg4 67 e5-e6 wins for  
White.

65 Rb7-b8+ Kg8-g7

66 Rf6

Threatens 67 f5-f6+ Kg7-h7 (if  
67 ... Kg7-g8 68 Rb8-g8+ Kg8-h7

69 Rg8-g7+ Kh7-h8 70 Rg7x7

wins) and now White can choose

one of two wins, either 68 e5-e6

(which seems to do the trick) or

68 Rb8-f8 Ra3-e7 69 Kf2-g3

Ra7-b7 70 Kg3-h4 Rb7-e7

71 Kh4-h5 Ra7-b7 72 g4-g5

(threatens 73 Rf8xf7+) 72 ...

h5xg5 73 e5-e6! f7xe6 74 Rf8-e8!

Rb7-f7 75 Re8-e7 Kh7-g8

76 Kh5-g6 Rf7-f8 77 Ra7-g7+

Kg8-h8 78 f6-f7, and the Rook

threatens mate on the next move.

66 ... Ra3-a2+

67 Kf2-e3

Begins one of the great King  
wanderings of master play.

67 ... Ra2-a3+

68 Ka3-a4 Ra3-a4+

69 Ke4-e5!

Brilliant! Black may not take the

Pawn, as after 69 ... Ra4xg4

70 f5-f6+ Kg7-h7 71 Rb8-f8

Kh7-g6 72 Rf8-g5+ Kg5-f5

73 Rg8xg4 Kf5xg4 74 e5-e6!,

and one of White's Pawns crashes

through.

69 ... Re4-e5+

70 Kd5-d6 Ra5-a6+

71 Ke6-e7

The position at this point:



Position after 71 Kd6-c7

71 ... Kc7-h7

on 71 ... Ra6-a1 instead, White wins with a flourish, thus: 72 f5-f6+ Kg7-h7 73 Rb6-f6 Ra1-a7+ 74 Kc7-c8 Kh7-g8 75 Rf6-g6+ Kg8-h7 76 Rg6-g7+ Kh7-h8 77 g4-g5! h6-g5 78 Kd8-e8 Ra7-a6 79 Rg7-g5 Ra6-a7 80 e6-e6! f7xe6 81 f6-f7 Ra7-a8 82 Kd6-e7 Ra8-a7+ 83 Kc7-f6 Ra7-a8 84 Rg6-h6 mate!

72 Kc7-d7! Ra6-a7+

73 Kd7-d8 Kh7-g7

Continuing to check instead leads to this: 72 ... Ra7-a6+ 74 Kd6-e7 Ra6-a7+ (or 74 ... Kh7-g7 75 f5-f6+) 75 Kc7-f6, and the f-Pawn is doomed.

74 ... Rb6-d6

White is now ready to meet

74 ... Ra7-a6+ with 75 Kd6-e7

Ra6-a7+ 76 Rcb d7 Ra7-a6

77 a6-e6! f7xe6 (or 77 ... Ra6-e6

78 Kc7-e8!) 79 f5-f6+ Kg7-g6

79 f6-f7, and wins.

74 ... Ra7-a6

The waiting move: 74 ... Ra7-b7

meets with the fate: 75 f5-f6+

Kg7-g6 (or 75 ... Kg7-h7

76 Rcb d7 Rb7-b6+ 77 Kd6-c6

and White wins a Pawn) 78 Kd6-c6

Rb7-a7 77 Kc6-b6! Ra7-a6

78 Rcb g6+ Kg6-h7 79 Rg6-g7+,

and the unfortunate Pawn falls.

75 f5-f6+ Kg7-h7

76 Rcb-f6

It shouldn't take long now, but

Yates hangs on (like grim death)!

76 ... Ra5-a7

Nothing is to be gained from

76 ... Ra6-a6+ 77 Kd6-d7 Ra6-a7+

78 Kd7-e8.

Another diagram please, Mr. Fontari!



Position after 76 Ra5-a7

77 Kd6-c6!

Magnificent! Black is in zugzwang—that unfortunate state where one must move, though every move loses.

77 ... Kh7-g8

Al! that is left, there being no point

in 77 ... Ra7-a6+ 78 Kc6-d7

Ra6-a7+ 79 Kd7-e8, etc.

## Ending 51

78 Rf6-g6+ Kg6-h7

79 Rg6-g7+ Kh7-h8

80 Kc6-b6!

Accurate to the last detail! Playing 80 e5-e6 seems to win, but after 80... Ra7-e6+ 81 Kc6-d7 Rf6xe6 82 Rg7xh7 Ra6-e6!, the position is only a draw!

80 ... Ra7-d7

81 Kb6-c5!

Now the threat (which has been hanging fire for hours!) becomes acute.

81 ... Rd7-e7+

82 Kc5-d6 Rc7-e7

There are still some delightful finishes in the position. For example, if White tries 83 g4-g5, this could happen: 83... h6xg5 84 Rg7xg5 Kh8-h7 85 Rg5 g7+ Kb7-h8 86 e5-e6 Ra7-e6+ 87 Kd6-e7 Ra6xe6+! 88 Ke7xh7 Re6xf6+! 89 Kf7xf6, and Black has been stalemated.

83 e5-e6!

Finally, the move that has been poised over Yate's head like the Sword of Damocles!

83 ... Ra7-e6+

84 Kd6-e7 Re6xe6+

Or he could lose in glorious style by 84... f7xe6 85 e6-f7 Ra6-a7+ 86 Ke7-f6 Ra7-a8 87 Kh8-g8, and White mates next move.

85 Ke7xh7 Ra6-e4

Or 85... Ra6-c6 86 g4 g5! Re6xg5 (on 86... h6xg5 87 Kf7g6 wins, the threat being 88 Rg7-e7—which Black cannot counter by

87... Re5-e8, as 88 Rg7-h7+ Kb8-g8 89 f6-f7+ wins the Rook.) 87 Rg7xg5 h6xg5 88 Kf7-e8 and White wins.

86 g4 g5!

An elegant finish.

86 ... h6xg5

87 Kf7 g6 Black Resigns

A last diagram:



Position after 87 Kf7-g6

The threat of 88 Rg7-h7+ Kh8-g8 89 f6-f7+ Kg8-f6 90 Rh7-h8+ can only be countered by 87... Ra4-h4 (preventing the check) or by 87... Ra4-e6 (pinning the Pawn).

Both these moves succumb at once to 88 Rg7-e7!

A magnificent ending, one that is outstanding even among the many great ones created by Capablanca.

It offers more instruction in strategy and tactics than the student will discover in a dozen brilliant Kingside attacks.

## GAME 52

White V. Menchik

Black J. R. Capablanca

Hastings, 1901

*Queen's Indian Defense*

Nothing exciting seems to happen in this game, yet it is a joy to play through. In it we see an interesting aspect of Capablanca's wondrous technique—his inimitable flair for extracting an advantage from the most routine of procedures.

For example, Miss Menchik tries to force a draw by exchanging as many pieces as possible. Far from avoiding these attempts to simplify the game, Capablanca welcomes the exchanges, and emerges from each of them with a slightly superior position.

By the time most of the pieces have been cleared away, his positional advantage is strong enough to yield a Pawn.

One extra Pawn is all Capablanca needs, and since he had an incomparable faculty for making all endings look easy, it is a treat to watch him win this one.

1	d2-d4	Ng8-f6
2	Ng1-f3	b7-b6
3	c2-c3	Bc8-b7
4	Bf1-d3	c7-c5

Black naturally strikes a blow at the center.

5	0-0	Nb8-c6
6	c2-c3	e7-e6
7	Nf3-e5	

White is eager to exchange pieces, even at the cost of neglecting development!

Preferable was 7 Nb1-d2, bringing another piece into play, or 7 e3-e4, releasing the dark-squared Bishop.

7	...	e7-d6
8	Ne5xc6	Bb7xc6

Black has benefited by the exchange, as White's Knight has disappeared, but Black's Knight has been replaced by another piece.

Black already has two pieces in play against one of White's (though admittedly the latter has castled).

*The Art of Exchanging Unwisely* was known as far back as the Morphy era.

Take as instance the first few moves of the famous game Morphy against the Duke of Brunswick and the Count Isouard, which went as follows: 1 e2-e4 e7-e5 2 Ng1-f3 d7-d6 3 e2-d4 Bc8-g4 4 d4xc5 Bg4xf3 5 Qd1xf3 (Black's Bishop has disappeared from the board, while White's Knight has been replaced by another piece)

6 ... d6xe5 6 Bf1-c4, and Morphy with two pieces in the field against none of Black's, already threatens mate!

9	Qd1-e2	Bf8-e7
10	Bd3-b5	

For the second time, White moves a piece twice in the opening merely for the sake of forcing an exchange of pieces.

Such violation of principles is

bound to bring punishment.

10 ... Qd8 e7

11 Bb5xc6 Qd7xc6

Black's superiority in position is now apparent: He has three pieces in the field against two of White's—considering the process of castling as a developing move.

12 Nb1-e2 Q-b

13 e4xc6

This opens the d-file for the convenience of Black's Rooks, but if

13 e3-e4 at once, then 13... c5xd4

14 c3xd4 Ra8-c8 (or 14... Qc6-c2)

is strong for Black, while 13 Qa2-f3 (angling for an exchange of Queens) is countered by 13... d6-d5 and Black exerts strong pressure on e4.

13 ... e6xc6

14 e3-e4

White's pieces need room!

This is the position:



Position after 14 e3-e4

14 ... Ra8-c8

15 e4-e5

The Pawn advances so that the

Knight, which was tied down to protecting it, may be enabled to move. The Knight will move next, freeing the Bishop, which in turn will move, letting the Queen Rook come into play.

(The process is reminiscent of the children's story *The House that Jack Built*.)

15 ... Kf8-g8

16 Nd2-f3 Rd8-d7

17 Rf1-d1 Rf8-d8

18 Be1-d2

Just about the only spot for the Bishop, at 18 Bc1-e3 Nd5xe3

19 Rd1xd7 Qc6xd7 leaves Black

in possession of the d-file, while

18 Bc1-g5 loses quickly by

18... Be7xg5 19 f63xg5 Nd5-f4

(attacks the Queen and also

threatens mate) 20 Qa2-g4 Rd7-d1+

21 Ra1xd1 Rd8xd1+ 22 Qg4-ed1

Qc6ag2 mate.

18 ... b6-b5!

Initiates activity on the Queen-side.

The square b6 is vacated so that the Knight can leap there and then to c4 or e4, either square serving as a strong outpost.

19 Kg1-f1 Nd5-b6

20 Bd2-f4 h7-h6

A quiet little move, which accomplishes a great deal.

(a) it provides a flight-square for the King,

(b) it restricts the activity of White's Knight and Bishop,

(c) it prepares the way for a possible attack by ... g7-g6.

21 Rd1xd7 Rd8xd7

22 Ra1-d1 Rd7ed1+  
 23 Qe2xd1

## Ending 52

Position after 23 Qe2xd1

Capablanca to move



Match

Black's Queen and Knight are poised for the kill. In just a couple of moves Black manages to win a Pawn, and the rest for the skilled master, is 'just a matter of technique'.

And it is Capablanca's smooth, flawless technique, his incomparable faculty for making the most effective moves—the ones that make the opponent resign the soonest—that endow this ending with a particular radiance.

23 ... Qc8-e4

This attack on the unprotected Bishop, combined with threat of  
 24 ... Qe4-c4+ followed by  
 25 ... Qc4xe2, assures Black of winning a Pawn.

24 Bf4-g3

As good as any, the other unhappy choices being

(a) 24 Bf4-c3 (or 24 Bf4-d2)

24 ... Nb6-c4, and Black wins the e-Pawn or the b-Pawn.

(b) 24 ... Bf4-c1 (protecting the b-Pawn) Qe4-c4+ 25 Qd1-e2 Qc4xe2 26 Qe2xb5 Qe2-b1, and Black wins the hapless Bishop.

24 ... Qe4-c4+

25 Qd1-e2 Qc4xe2+

The right way, whereas

25 ... Qc4xe2 26 Qe2xb5 Qe2-c4+

27 Qb5xc4 Nb6xc4 28 b2-b3

Nc4-e5 29 Nf3-d2 finds all points protected.

26 Kf1xe2 Nf6-e4

Attacks the b-Pawn, which must not stay, as after 27 b2-b3 Nb6xc3+ was two Pawns instead of one.

27 Ke2-d2 Nf4xb2

28 Kd2-c2 Nb2-c4

29 Nf3-d2

An offer to exchange pieces, which Black is happy to accept.

29 ... Nef4xd2

30 Ke2xe2

The position at the trap



Position after 30 Kc2-e2

30 ... c5-e4!

This complies of course with the principle that Pawns should not occupy squares of the same colour as the Bishop, as then they restrict the Bishop's range of activity.

Note that White's Bishop is hampered in its movements by the fact that the square e5 is occupied by a Pawn.

This principle of endgame strategy governs all cases, except for the 23rd match game between Capablanca and Marshall (see Game 4). There Marshall complied with the convention, while Capablanca disregarded it—but Capablanca nevertheless won the game! (It pays to be a genius!)

31 Bg3-f4

The object is to get the Bishop back into the game, perhaps along another diagonal.

Meanwhile, White sets a trap to catch an over-eager opponent.

The idea is that if Black plays to exchange Bishops and bring the

position to a simple Pawn ending, this could happen:

31 ... Be7-g5 32 Bf4xg5 h6xg5  
33 Kd2-e3 Kg8-f8 34 Ke3-d4  
Kf8-e7 35 Kd4-c5 e7-e6 36 e2-e3  
and White has at least a draw.

Capablanca hardly even glances at the trap!

He goes about his business, leaving the Bishop at e7, where it prevents White's King from reaching e5, and plays:

31 ... e7-e5  
32 Bf4-e3 Kg8-f8

'The King, a purely defensive piece during the opening and middle-game,' says Capablanca himself, 'very often becomes an offensive piece in the ending. In endings of one or two minor pieces, the King should generally be marched forward towards the center of the board. In King and Pawn endings, almost invariably so.'

Elsewhere, Capablanca states it as clearly and simply as possible, 'In King-and-Pawn endings, it is imperative that the King be advanced to the center of the board.'

33 Be3-b6 Kf8-e8  
34 Kd2-e3 Ke8-d7  
35 Ke3-d4 Ke7-e6  
36 Bb6-a7

The only decent move left to the Bishop, as 35 Bb6-e5 loses the f Pawn by 36 ... Be7-c5+.

36 ... f7-f5!

Tightness has gript! Now neither King nor Bishop dare move. If 37 Ba7-b8 (other Bishop moves subject it to immediate capture) 37 ... Be7-c5

is mate, or if the King moves to e3 (his only move) then 37 ... Be7 c5+ forces an exchange of Bishops, leaving an easily won Pawn-ending.

If White tries 37 c5xh6 en passant, then 37 ... Be7xh6+ 38 Kd4-e4 Bf8xc3 leaves Black two Pawns ahead.

What to do?

This is the position:



Position after 38 ... f3-f4

37 a2-a4

This may look like suicide, but White is in a state of near-ragweed and is running short of moves.

Advancing the Kingside Pawns

is only delaying the inevitable while any move of King or Bishop is fatal.

Incidentally, I would venture to say that Capablanca has won more games by *zugzwang* than has any other master.

37 ... g7-g6

38 f3-f4 h6-h5

39 a4xb5+ Kd6xb5

The right way to recapture, as Black thereby acquires a passed Pawn...

40 g2-g3 a6-a5

... which starts out on the road to success.

41 Kd4-e3

Absolutely necessary, or the Pawn could not be headed off.

41 ... Be7-c5+

42 Be7xc5 Kd5xc5

43 White Resigns

The rest could go like this:

43 Kc3-d2 Kc5-d5 44 Kc2-c3 a5-a4

45 Kc3-d2 a4-a3 46 Kc2-c2 Kc2-e4

47 Kc2-b1 Ke4-d3, etc.

The moral is: play for a win, and you might draw.

## GAME 53

White: A. Kevitz

Black: J. R. Capablanca

New York, 1931

Refi's Opening

Naturally enough, the opening is a Refi, this being Kevitz's speciality, but it soon takes an original turn,

when Capablanca gives up a Pawn (or did he possibly overlook something and lose it?).



Whatever the case, he proceeds to move a Queen-side attack, leading to a winning ending, from the skimpiest of materials—one might say from nothing at all.

Capablanca's 31st move drives a wedge in the enemy's Queen-side position, his next breaks up a little army of Pawns, while his brilliant 36th move forces the win in problem style.

A delightful gem, with a poignant finish.

- |   |               |               |
|---|---------------|---------------|
| 1 | <b>Ng1-c3</b> | <b>d7-d5</b>  |
| 2 | <b>c2-e4</b>  | <b>e7-e6</b>  |
| 3 | <b>b2-b3</b>  | <b>Bc8-f5</b> |
| 4 | <b>g2-g3</b>  | <b>Ng8-h6</b> |
| 5 | <b>Bf1-g2</b> | <b>e7-e6</b>  |
| 6 | <b>0-0</b>    | <b>Nb8-d7</b> |
| 7 | <b>Bc1-b2</b> | <b>Bf8-d6</b> |
| 8 | <b>e2-e3</b>  | <b>0-0</b>    |
| 9 | <b>Nb1-c2</b> | <b>Qd8-e7</b> |

Very good, as the Queen not only backs up an expansion in the center by 10... e6-e5, but also supports the wing thrust ... Bd6-a3, to eliminate White's strongly placed dark-squared Bishop.

- 10 **Rf1-e1**

Develops with a threat of winning a piece by 11 e2-e4 and 12 e4-e5

- |    |              |              |
|----|--------------|--------------|
| 10 | ...          | <b>e6-e5</b> |
| 11 | <b>cdxd5</b> | <b>cdxd5</b> |
| 12 | <b>e2-e4</b> | <b>d5xe4</b> |

Practically forced, to prevent the opening of the e-file.

- |    |               |               |
|----|---------------|---------------|
| 13 | <b>d3xe4</b>  | <b>Bf5-e6</b> |
| 14 | <b>Qd1-e2</b> | <b>Ra8-c8</b> |
| 15 | <b>Nd2-f1</b> | <b>Bc6-a3</b> |

Speculation, calculation, or a deep feeling for positional considerations?

Safely of course is the stodgy 15... Rf8-d8, waiting for White to declare his intentions:

A diagram of the position



Position after 15... Bc6-a3

- 16 **Nf3xe5**

The right way to capture, as

16 Bb2xe5 loses material by

16... Nd7xe5 17 Nf3xe5 Bc3-b4 18 Re1-c1 Bb4-c3, and Black wins the exchange.

- 16 ... **Ba3xb2**

- 17 **Qa2xb2** **Nd7xe5**

- 18 **Qb2xe5** **Qa7-e3**

Black is a Pawn behind, but he does exert some pressure on the Queen-side, which serves as part payment for the Pawn.

His Queen is strongly placed, and his Rook, in full control of the e-file, threatens to swoop down to the seventh rank, and win the a-Pawn.

- 19 **Nf1-c3** **Nf6-g4**

Renews the threat against the Pawn, by 20... Ng4xe3 followed by 21... Rc8-c2.

20 Nd3xg4 Bc5xg4  
 21 h2-h3 Bg4-e6  
 22 Rf1-e2

Guards against the intrusion and the consequent loss of the a Pawn, but this (forced) loss of a tempo gives Black the opportunity to seize another open file.

22 ... Rf8-d8  
 23 Qe5-h2

Kevitt hastens to exchange pieces, not having learned a lesson from the game Mançiek: Capablanca (Game 52), where this strategy failed badly.

One is tempted to offer this piece of advice, 'Never exchange pieces with Capablanca even if you are a Rook ahead!'

'Timidity is out of place,' says Golombek courteously, 'when one is a Pawn up with an excellent position.'

23 ... Qa3-c5  
 24 Re3-d2 Rd8xd2  
 25 Qb2xc2 b7-b8  
 26 Ra1-d1 g7-g8  
 27 Kg1-h2

## Ending 53

Position after 27 Kg1-h2

Capablanca to move



Kevitt

Capablanca is behind in material, having sacrificed a Pawn to acquire an advantage in position.

This advantage (hardly visible to the naked eye) consists of a stronger grip on the c file than his opponent exerts on the d-file. Efforts to dispute this control are not easily initiated, as after Black's next move (27... e7-e5) the reply 28 Qd2-d8 loses the f-Pawn, while 28 Qd2-d4 also costs a Pawn by 28... Qc5xd4 29 Rd1xd4 Rb8-c2.

Black's positional superiority is admittedly slight, but Capablanca has an original plan for wearing which is distinguished by a pretty problem-move, which we shall see as the endgame unfolds.

27 ... e7-e5!

A quiet little move, it is the forerunner of a strong Queen-side attack.

## Ending 53

28 Qd2-e2

Anticipating 28 ... Qc5-c2 followed by 29 ... b6-b5 and 30 ... a6-a4, White seeks to prevent it by threatening to play 29 Rcl-d2, the moment Black's Queen moves down to the seventh

28 ... b6-b5

29 f2-f4 a5-a4

30 b2xa4 b5xa4

Clearly indicating that he intends to play 31 ... a4-a3 next move, sailing down the a-Pawn, thus making it a fixed target for attack.

The fall of this important Pawn would leave Black with a passed Pawn only two steps away from the queening square.

But it is not so easy as it sounds!

31 Rcl-d2

Keritz must have been blissfully ignorant of danger, or he would have sacrificed a Pawn by 31 f4-f5 g6xh5 32 e4xh5 Be6xf5.

This would have the merit of opening the long diagonal for his Bishop, as well as disrupting the Pawn position of Black's King side.

31 ... a4-a3!

From the advance a Pawn and establishes support for an outpost at b2 for one of Black's pieces.

32 g3-g4

This attempt to get in 33 f4-f5 without giving up a Pawn gives Capablanca the opportunity to wind up the game with a couple of surprise moves.

The position at this point:



Position after 32 g3-g4

32 ... g5-g5!

Not only does this prevent 33 f4-f5, it practically urges Keritz to play it!

He resists the temptation as the consequences would be: 33 f4-f5 Qc5-e5+, and (a) 34 Kh2-g1 Rcl-c1+ 35 Rcl-d1 (if 35 Rg2-f1 Be6-c4 wins) 35 ... Qe5-d4+, and Black wins a Rook; (b) 34 Kh2-h1 Rcl-c1+ 35 Rcl-d1 Qe5-b2 36 Qe2-c1 Rclxd1 (after that such adventures as 36 ... Rcl-c2 37 f5xe6 Rclxg2 38 e6xd7+ Kg8xd7 39 Qe1-f1+ Rg2-f2 40 Qf2-c4+, and the intended victim might become the victor) 37 Qe1xd1 Be6xa2, and Black wins.

33 Qe2-f2 Qc5xf2

Confident in the superiority of his position, Capablanca does not hesitate to exchange Queens.

34 Rclxh2 g5xh4

35 Rf2-f3

The Rook is not interested in the f-Pawn, but sets his sights on the

a-Pawn, the most dangerous Pawn on the board.

Indeed, there is no time for 35 Rf2x14, as there would follow 35 ... Bc6xa2 36 Rf4-f3 Rcb-a8 (threatens 37 ... Bc2-b1 and 38 ... a3-a2) 37 Rf3-f1 Bc2-c4 38 Rf1-e1 a3-a2, after which 39 ... Ra8-b8 and 40 ... Rb8-b1 would force the win.

35 ...                Rcb-a8

36 Rf3-f2

Protects the a-Pawn, after which Black can apparently make no progress, as 36 ... Ra8-b8 (attempting to come in at b2) is parried by 37 Rf2-f3, attacking the Pawn once more, and forcing Black's Rook to return to a8 to protect it.

So much for normal winning attempts, but Black has a surprise move in reserve.

36 ...                f4-f3!

Beautiful! This petty Pawn sacrifice interweaves with the action of White's Rook and Bishop at the f3 square.

If 37 Bg2xf3, the Bishop occupies f3 and prevents the Rook's return to a8 square. Black would then continue by 37 ... Ra8-b8 and 38 ... Rb8-b2, winning the

a-Pawn and the game, e.g., if after 37 ... Ra8-b8 38 Bf3-c1 Rb8-b2 39 Kh2-g3 Rb2xf2 40 Kg3xf2 Bc6xa2 41 Bd1-c2 Bc2-c4 42 Bc2-b1 a3-a2, and White must give up his Bishop.

Or if the Rook captures the troublesome Pawn, the play goes (after 37 Rf2xf3) 37 ... Bc6xa2 38 Rf3-f1 Bc2-c4, and wins as in an earlier note.

37 Bg2-f1            Ra8-b8

38 Rf2xf3            Rb8-b2+

Another neat point (the luck at the end of this combination) is that the forced removal of White's Bishop from the second rank enables Black's Rook to come in on the seventh with check, thus giving him time to capture the white a-Pawn and protect his own Pawn.

39 Kh3-g3            Rb2xa2

40 Rf3-c3            Ra2-e1

41 White Resigns

White sees no hope in 41 Bf1-c4 Bc6xc4 42 Rf3xc4 a3-a2 43 Rf4-e4 Rf1-g1+, nor in 41 Kg3-f2 a3-a2 42 Rb3-a3 Rb1-c1, and Black wins.

An unusual game, marked by nice, original touches.

## GAME 54

White G. M. Loshitzin

Black J. R. Capablanca

Moscow, 1925

Reb's Opening

Loshitzin's early initiative lets him put on pressure. This is augmented

when an early advance of his Queen side minority of Pawns splits

## Game 54

up Capablanca's Pawns, rendering them vulnerable to attack.

Unfortunately for Lissitzin though, he loses the thread of the game, and misses his chance for glory.

He lets Capablanca escape from the coils!

The ensuing endgame finds Capablanca in his element. Handling it with his usual cool efficiency, he centralized his Queen, so that her attack radiates in three directions at once.

The task of protecting three Pawns is too much for Lissitzin, who is gradually drawn into a semi-zugzwang position, and into an inevitable exchange of Queens—which is total.

1	Ng1-f3	d7-d5
2	e2-e4	c7-c6
3	e2-e3	Ng8-f6
4	Nb1-c3	Bc8-g4
5	e4xd5	Nf6xd5

Better than 5 ... e6xd5 6 Qd1-b3 (attacks the d-Pawn, as well as the b-Pawn weakened by the absence of the Bishop) 6 ... Bg4-c8 (retreat is practically forced, as 6 ... Qd8-d7 fails after 7 Nf3-e5) 7 Bf1-b5+ Nb8-c6 8 Nf3-e5 Qd8-c7 9 d2-d4 e7-e6 10 Qb3-e4, with advantage to White.

6	Bf1-e2	e7-e6
7	d2-g4	Nb6-d7
8	0-0	Qd8-c7
9	Bc1-d2	Bf8-d6

The better course was 9 ... Bf8-e7, Black's present threat of winning a Pawn by 10 ... Bf4xd3 followed by

11 ... Bf6xh2+ being easily parried.

10	Nc3-e4	Nd7-d6
11	Ne4xd6+	Qc7xd6
12	Nf3-e5	Bg4xe2
13	Qd1xe2	0-0
14	Ra1-c1	Nd6-b6
15	Ne5-c3	Rf8-e8
16	Rf1-d1	Nb6-d7
17	h2-h3	

A diagram of the position:



Position after 17 h2-h3

17 ... Qd8-d5

The attractive freeing maneuver

17 ... e6-e5 is thwarted by

18 d4xe5 Nd7xe5 19 Nd3xe5

Re8xe5 (best, as White has good

chances after 19 ... Qd5xe5

20 Bc2-c3 Qe5-e6 21 Bc3xb6

Qe6xf6 22 Rd1-d7) 20 Bc2-c3

Re5-d5 (the only move) 21 Bc3xb6

Rd5xd1+ Rf1 21 ... Qd6xe6

22 Rd1xd5 e6xd5 23 Qe2-b5

Qf6-b6 24 Qb5-d7 g7-g6

25 Rc1-c7 with a winning position!

22 Rc1xd1 Qd6xd6 23 Qe2-d2,

and White's control of the d-file

assures him of the better ending (Lisitsin).

18 b2-a3 Qc5-b5  
 19 Bc2-c3 Nf6-d5  
 20 Qc2-d2 Nd5xc3  
 21 Qc2xc3 Ra8-d8  
 22 a2-a4 Qb5-b8  
 23 b3-b4 Nd7-f6  
 24 Qc3-e4

Little by little White gains ground, and his Queen side minority attack begins to look dangerous.

24 ... Nf6-e4

Black's difficulties begin with this move.

Lisitsin suggests 24... a7-a6 instead, with this possible combination: 25 Qc4-c5 Nf6-d7 26 Qc5xb6 Nd7xb6 27 Nd3-c5 Rd8-b8 28 b4-b5 a6xb5 29 a4xb5 Ra8-c8 30 Rc1-b1 Nb6-d5 31 b5xc6 b7xc6, with a probable draw.

25 a4-a5? Qb8-c7  
 26 a5-a6 Nd5-c6  
 27 a6xb7 Qc7xb7

Lisitsin has managed to disrupt Black's Pawn position on the Queen side, leaving him with two isolated Pawns to watch over, and is in sight of a win.

28 Rc1-e1

Threatens 29 Qc4-a6 Qb7xc6 30 Ra1xa6 Rc8-c7 31 Rd1-c1 Re8-c8 32 Nd3-e5, and White wins the c-Pawn.

28 ... Rd8-c7  
 29 Rd1-c1 Re8-e8  
 30 Qc4-c2

initiates this subtle threat: 31 f2-f3 Ne4-f6 32 Nd3-e5 Qb7xb4 (other Queen moves do not help) 33 Nc5-e6, and White wins the exchange by a mighty Knight fork.

30 ... Qb7-e8

This is how the board looks:



Position after 30 ... Qb7-e8

31 Ra1-e6

White misses his chance to win a Pawn, and possibly the game, by 31 Nd3-e5! If then 31... Ne4-d6 32 Ne5xc6 Kg8-h8 (if 32... Kg8-f8 33 Qc2-c5!) 33 Ra1xa7 Rc7xa7 34 Ne6xa7 Qc8ec2 35 Rc1xc2 Rb8xb4 36 Rc2-c6 and the threat of mate wins a piece for White.

31 ... Rb8-e8

32 Qc2-e4

Here too 32 Nd3-e5 is strong, e.g., if 32... Ne4-d6 33 Ra5-c5 Rb8xb4 34 Nc5xc6 Rb4-b7 35 Nb6-e7+, and White wins. Or if 32... Ne4-f6 33 Ra5-c5 Nf6-d7 34 Ne5ad7 Qc8xd7 35 b4-b5, and White wins a Pawn.

32 ... Qc8-b8

## Ending 54

33 K2-f3      Ne4-f6  
34 Re5-e5      Nf6-d5  
35 Re5xc6      Rc7xc6  
36 Rc1xc6      Rb8xc6  
37 Qa4xc6      Nd5xc3  
38 Nd3-e5

White has missed his golden opportunity, and must run for the draw. The text looks good, as it threatens 39 Nd5xc6 f7xe5 40 Qc6xe6+, but it is inferior to 38 Qc6 d7 with the probable continuation:

38 ... Ne3-d5 39 Nd3-e5 Qb6-f6  
40 b4-b5 Nd5-c3 41 Kg1-f2  
38 ...      Ne3-d5  
39 b4-b5      Nd5-b6!  
40 Nd5-d7      Qb6-d6!  
41 Nd7xb8      a7xb8

Black of course could have forced a draw by 41 ... Qd8xd8+ 42 Kg1-h2 Qd4 e5+ 43 Kh2 h1 Qf5-e1+ 44 Kh1-h2 Qe1-e5+—but, relying on his extraordinary skills in the endgame, goes gunning for a win.

42 Qc6-c4

## Ending 54

Position after 42 Qc6-c4

Capablanca to move



Lesson

Material is even, but White does have a couple of isolated Pawns to worry about. The natural result should probably be a draw, as it usually is in Queen endings of this sort, but—

Capablanca centralizes his King, and maneuvers his Queen so that she blockades one Pawn while attacking two others.

Lizantin defends ably, but Capablanca draws the coils tighter, and soon forces his opponent into some *zugzwang*.

This results in loss of a Pawn, and shortly thereafter the game.

42 ...      h7-h6  
43 Kg1-f1

White decides on passive resistance. Move to the point was 43 Kg1-f2, ready to meet 43 ... Qb6-d6 with 44 Kf2 e3 followed possibly by 45 Qc4-c6. Or if 43 ... Qc6-f6

44 d4 d5 disposes of a weakness.

43 ... g7-g6

44 Kf1-g1 Kg8-g7

45 Kg1-f1 Qd8-e6

46 Kf1-g1 Qd8-e4

Find the d-Pawn.

47 Qc4-c2

Uproot the Pawn and threatens

48 c4-d5+ followed by an exchange of Pawns, thereby getting rid of one weakness.

47 ... Kg7-h7

48 Kg1-f1 Qd4-f6

49 Qc3-c4 Kh7-g7

The King tries to get to the center.

50 Kf1-f2 Qf6-g6

51 Qc4-e2

Now if Black plays 51 ... Qg6-d6 hastily, the reply 52 Qe2-e6+ lets White escape with a draw.

51 ... Kg7-g6

The King approaches the center, and renders 52 Qe2-e6+ impossible.

52 Qe2-h2

Not content with returning to c4 and probably drawing, White becomes over-ambitious and tries to regain the initiative.

52 ... Qg6-d5!

Blockade! If it does not win, this sort of move effectively curbs aggressive tendencies.

53 Kf2-e3

According to Capablanca, White still had drawing chances with 53 Qb2-b4 instead.

This is the state of affairs.



Position after 53 Kf2-e3

53 ... e6-e5!

Exclamation point because the move has winning chances, and keeps the draw in hand.

The tournament book gives the move a question mark, and suggests 53 ... Qd5-c4 instead, after which 54 d4-d5+ loses by 54 ... e6-e5.

First agrees with this and adds this line of play (after

53 ... Qd5-c4): 54 Qb2-b1 Kf6-e7

55 Qb1-b2 Ke7-d7 56 Qb2-b1

Kd7-d6 57 Qb1-b2 Kd6-d5, and White is in zugzwang.

This seems plausible, but Euwe, in *Das Schachparadigma 'Capablanca'*, disagrees, and commenting that the game suffers from faulty annotation gives 53 ... e6-e5! an exclamation point, and says that Black makes no progress with 53 ... Qd5-c4, as after 54 f3-f4 in reply Black's King cannot reach d5 easily

(54 ... Kf6-e7 55 Qb2-e3+, or if

54 ... Qd4-d5 55 Qb2-c3 Qd5-b5

56-c4 d5+), and again White draws!

Very well, doctors may disagree, but Euwe contradicts himself in a



## Ending 54

later book *A Guide to Chess Openings* (written with David Hooper) when he says apropos the position depicted, that 53 ... Qd5-c4 is correct, when White is in danger of running out of moves.

My own belief is that Cape Black's move is best, and offers more winning prospects than does 53 ... Qd5-c4.

### 54 13-14

White needs 54 d4xe5+ Qd5xe5+ 55 Qb2xe5+ Kf8xe5, which loses the b Pawn and the game, but the move he makes also lands him in difficulties.

He might still have used the game with 54 Qb2 b4 e5xd4+ 55 Qb4xd4+ Qd5xd4+ for 56 ... Qd5-e6+ 56 Ke3-d3! 56 Ke3xd4 Kf8-e8! 57 f3-f4 f7-f6 58 Kd4-e4!, and White draws.

54 ... e5xf4+  
55 Ke3xf4 Kf8-e6

This is the position:



Position after 55 ... Kf8-e6

The position is deceptive. One might think that White, with a

passed Pawn in the center, has the better game.

In reality though, Black has the advantage. His Queen, beautifully posted in the center, not only blockades the passed Pawn, but attacks two other Pawns as well, a circumstance that renders the adverse Queen almost helpless to do anything but stay at b2 to guard the three Pawns.

Black meanwhile can give his attention to acquiring a passed Pawn on the King-side, where he has a Pawn majority.

In these circumstances it will be seen that White will be quickly driven into zugzwang.

"The ending might be abandoned at this point," says Euwe, "except that the course it takes illustrates graphically the simplicity and elegance that is characteristic of the Cuban's style and conception."

### 56 h3-h4

Selects this loss: 56 Qb2-e2+ Kc6-d6 57 Kf4-e3 for 57 Qe2-e6+ Qd5xe6+ 58 d4xe5+ Kd6-d5 followed by 59 ... Kd5-d4—if necessary—to win the e-Pawn, not the b-Pawn, and the game!

57 ... Qd5-e6+ 58 Ke3-d2 Qe6xe2+ 59 Kd2xe2 Kd6-d5, and Black will obtain a passed Pawn on the King-side while White is occupied with defending his isolated Pawns.

56 ... 17-f6

57 Kf4-e3

The tempting 57 Qb2-e2+ Ke6-d6 58 Qe2-e4 succumb to 58 ... g6-g5+ 59 h4xg5 Qd5xg5+ 60 Kf4-f3 Qg5xb5 61 Qe4-f4+

Kd5-d7), and White suddenly discovers that he may not play 62 Qh4x6 to regain the Pawn he lost, on pain of losing his Queen by 62... Qb5-f1+.

57 ... Qd5-e4!

58 g2-g3

Temporarily delaying

58... Kc5-d5, when 59 Qb2-g2+ would compel the King to retreat to d5.

58 ... g4-g5

59 h4xg5 f6xg5

60 Qb2-h2

Just about all that is left, is 60 Qb2-b1 loses the d-Pawn or the g-Pawn by 60... Qc4-c3+, and 60 Qb2-e2 by 60... Qc4xe2+ 61 Ke3xe2 Kc5-d5.

Finally, on 60 Kc3-e4 g5-g4

threatens 61... Qc4-d5+!

61 Ke4-f4 Kc5-r6 62 Kf4-e4

Qc4-e6+ 63 Ke4-c3 Qc5-d5

64 Qb2-f2+ Kf6-g5, and Black wins.

60 ... Qc4-b3+

61 Ke3-e4 g5-g4

With two powerful threats! One against the King by

62... Qb3-f3—rook mate!

The other, if the King tries to flee by 62 Ke4-f4, against the Queen, thus 62... Qb3-f3+ 63 Kf4-g5 Qf3-f6+ 64 Kg5xh5

Qf6-h8+, and the Queen falls victim to a slower attack.

62 Qb2-e2

The Queen can protect one Knight Pawn only at the expense of the other.

62 ... Qb3xg3

63 Qc2-c4+ Kc6-e7

Black now threatens to force a winning exchange of Queens by 64 Qg3-f3+ 65 Ke4-e5 Qf3-f6+ 66 Kc5-e4 66 Kc5-d5 Qf6-e6 mate! 66... Qf6-e6+, and easily wins the Pawn ending once the Queens are gone!

64 Qc4-c8

A desperate try for a perpetual check but there is no avoiding the inevitable. No, is there any escape by 64 Qc4-g8, to which they would follow 64... Qg3-f3+ 65 Ke4-e5 Qc3-f6+ 66 Kc5-d5 Qc6-f7+

64 ... Qg3-f3+

65 Ke4-e5 Qf3-f6+

66 Kc5-d5 Qf6-d6+

67 White Resigns

After 67 Kc5-e4 (or 67 Kc5-e4) Qd5-e6+ forces the exchange of Queens and wins for Black.

A fine example of the power exerted by the Queen occupying the center of the board.

## GAME 55

White J. R. Capablanca  
 Black A. Lisenthal  
 Moscow, 1936

## Reti's Opening

Capablanca handles the Reti in a way that would have delighted the originator himself, even unto the placing of his Queen in the lower left corner of the board, the move that started the natives when Reti first played it in 1924.

Capablanca whips up an attack on the Queen-side. In the course of it, his Knight takes up a strong post at e5, only to sacrifice himself for the sake of securing a different advantage—the penetration of a Rook to the seventh and eighth ranks. This all-powerful Rook cuts down every Pawn in sight.

Curiously enough, after all the activity which nets Capablanca two passed Pawns on the Queen side, the decision is brought about by the threat of a Pawn queening on the King-side!

1	Ng1-f3	d7-d5
2	c2-e4	c7-e6
3	b2-b3	Bc8-f5
4	Bc1-b2	e7-e6
5	g2-g3	Ng8-f5
6	Bf1-g2	Nb8-d7
7	0-0	h7-h6

Preserves his Bishop against the threat of its exchange by 8 Nf3-h4 Bf5-g6 9 Nh4xg6, though this was not much of a threat, as after 9... h7xg6 in reply, Black would have an open file against the King as compensation.

A good alternative was

7... Bf8-d6	B d2-d3 0-0
9 Nb1-d2 e6-e5	10 e4xd5 c6xd5
11 Ra1-c1 Qd8-e7	12 Rc1-c2
a7-e5, as in the famous Reti-Lasker New York 1924 game (see <i>The Golden Dozen</i> , p. 243).	

8	e2-d3	Bf8-e7
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Developing the Bishop at d6 as in the Reti-Lasker game (with a view to castling followed by e6-e5) is now not so effective. After 9 e2-e4 in reply (threatening to win a piece by 10 e4-e5) 9... d5xe4 10 d3xe4 Nf6xe4 11 Bb2xg7 ruins Black's prospects of castling on the King-side.

9	Nb1-d2	0-0
10	Ra3-c3	a7-e6
11	a2-a3	

Ready to meet Black's threat of opening the Rook file with 11... a5-a4, by replying 12 b3-b4.

11	...	Bf5-e6
12	Rc1-c2	Bf5-h7
13	Qd1-a1	

There are fine points to this move. White dominates the long diagonal, bears down from a distance on the central square e5, and establishes communication between the two Rooks.

More could hardly be expected from one move!

13	...	Bc7-f8
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Black sits back to await developments. More aggressive of course is 13 ... Bc7 d8 followed by 14 ... e8 e5, to free his position and increase the range of his pieces.

14 Rf1-e1

Capablanca is never lured into premature action, such as 14 Nf3 e5, when the continuation

14 ... Nd7xe5 15 Bb2xe5 Nf6-d7 followed by 16 ... f7-f6 and 17 ... e6-e5 repulses White's unbrimly folly.

14 ... Qd8-b6

It was still not too late for counterplay in the center by 14 ... Bf8 d5 followed by 15 ... Qc8-b8 and the advance of the e-Pawn.

15 Bg2-h3 Bf8-c5

16 Re1-f1 Bc5-f8

17 Re2-e1

Remove the Rook from the line of file of the Bishop at h7, allowing White to play d3-d4 at the proper time.

17 ... Rg6-d8

18 Rf1-e1 Bf8-c5

Black is trying to provoke 19 d3-d4—a tempting move, but a positional blunder. It would shut in White's dark-squared Bishop, render the advance of the e-Pawn difficult, and lengthen the scope of Black's light-squared Bishop, poised hopefully at h7.

19 Re1-f1 Bc5-f8

Both sides are jockeying for position, trying not to commit themselves to definite action.

(Capablanca is not unduly respecting his opponent, as Ljiljanthal

had beaten him two years earlier at Hastings—even throwing in his Queen for good measure!)

20 Bb3-g2 Bf8-d6

Finally! Black is now ready to advance his e-Pawn—but Capablanca won't allow it!

21 Nf3-e5! Bd6xe5

22 Bb2xe5 Nd7-ee5

23 Qe1-ee5

This is the position:



Position after 23 Qe1-ee5

23 ... Nf6-d7

Blocking the center instead of ... d5-d4 in either of the following lines of play would be to White's advantage, according to Capablanca, as his Knight could then get to d6 by way of c4 with great effect, thus:

(a) 23 ... d5-d4 24 c4-c5 Qb6-b6  
25 Nd2-c4 Rd1-e7 26 Nc4-d6  
Qb6xb7 27 Rd1-b1 Qb3-xx3  
28 Nd6xb7 Rd8-c8 29 Rb1-e1  
Qa2-b4 30 Nb7-xx5, or,

(b) 23 ... Nf6-g4 24 Qe5-b2 d5-d4  
25 b3-b4 followed by 26 c4-c5,  
Nd2-c4, and Ne4-d6.

24 Qe5-b2 Nd7-f6

More to the point was 24 ... c6-c5 (after which White may not capture twice at c5, his King Pawn being an *prise*) followed by ... Nd7-b6 and ... Nb6-c6, where the Knight would have some influence on the center, and also restrain White's Queen-side Pawns from any ambitious thoughts of advancing.

25 b3-b4!

Begins the decisive action, aimed at breaking down the barriers, and acquiring a passed Pawn—or two!

25 ... a5xb4

26 Qb2xb4 Qb6xb4

If 26 ... Qb6-c7 27 Rcl-b1 Rb8-a7 28 Rb1-b3 followed by 29 Rf1-b1, with unremitting pressure on the b Pawn.

27 a3xb4 Rf8-a8

28 Rcl-a1

This is the position that Capablanca had visualized.

His Knight is headed for a fine outpost at c5 or a5, while his Bishop exerts pressure on the three Pawns lined up on the long diagonal, in contradistinction to Black's Bishop, which is biting on granite (in Nimzowitsch's infamous phrase).

28 ... Nf6-d7

Black hastens to prevent White's Knight from settling down at c5.

## Ending 55

Position after 28 ... Nf6-d7

Lorentsal



Combine to move

Capablanca has a wee bit of an advantage in position.

His Bishop exerts a good deal of pressure on the Queen-side Pawns. This pressure will be intensified, according to Capablanca's plan, by exchanging Rooks and then maneuvering his Knight over to a5. Thence it can bear down strongly on the vulnerable b- and c-Pawns.

Black's remaining Rook, tied down to the defence of the Pawns, will be unable to dispute possession of the open d-file.

Such positions are usually ripe for combination play, the culmination of which is generally a decisive material advantage for the attacking player.

29 Nd2-b3 Kg8-f8

30 Ra1-a5 a5xc4

This loses because of the opening of the long diagonal, permitting the

"Reti Bishop" to make his presence felt," says one annotator, "Correct" (he continues glibly) "was 30 ... Kg8-e7, and 31 ... Kc7-e6, when the outcome would be doubtful."

It is easy for an annotator to draw against Capablanca (analysing the game years after it) was played).

The procedure against 30 ... Kf8-e7, according to Capablanca himself, would have been as follows: 31 Rf1-e1 Ra8xa5 32 Ra7xa5 Kc7-d6 33 Ra5-a7 Kd6-c7 34 Nb3-a5 Ra5-b4 35-c4-c5, continuing with d3-d4, Bg2-f1, e2-e3, and Bf1-e6, and White wins. (and even then the annotator may fail to draw).

The position of White's three pieces concentrating their fire on the b-Pawn is reminiscent of similar strategy that Capablanca turned to account in his magnificent game against Treybal at Carlsbad in 1929 (see particularly the diagram on p. 324 of *The Golden Grove*).

31 d3xc4 Nd7-b6  
32 Ra5xa5 Rc8xa5  
33 Nb3-a5

This attack on the b Pawn compels Black to defend it with his Rook—thereby condemning it to a minor active post.

33 ... Ra8-a7

On the alternative 33 ... Ra8-b8, the play might go this way: 34 b4-b5-c6xb5 35-c4xb5 Nb6-d5 36 Bg2xd5-e6xd5 37 Rf1-d1 Rb5-d8 (on 37 ... Bb7-e4, the reply 38 f2-f3 dislodges the Bishop) 38 Na5xb7 Rd8-b8 39 Nc7-d6

Kf8-e7 40 Rd1xd5 Rb5-c6  
41 Nc6-e5+, and White wins.

34 Rf1-d1

Threatens to win some material by the pretty idea 35 Bg2xc6 b7xc6 36 Rd1-d8+ Kf8-e7 37 Na5xc6+ Kc7-d6 38 Nd6a7, and White is the exchange and a Pawn ahead.

34 ... Kf8-e8

No satisfactory defence is offered by 34 ... Kf8-e7, as that allows 35 Bg2xc6 (and if 35 ... b7xc6 36 Na5xc6+ removes the Rook) while 34 ... f7-f6 yields to 35 Rd1-d8+ followed by 36 Ra8-b8.

A diagram shows the position



Position after 34 ... Kf8-e8

35 Na5xb7!

This fine combination is the logical consequence of White's exemplary opening play.

With this move and the next, the obstructions on the long diagonal are ripped away, and the Bishop is free to express itself.

35 ... Ra7xb7

36 Bg2xc6+ Rb7-d7

37 c4 c5 Kc6 e7

This offers stout resistance, as Black will be left with two minor pieces for a Rook (though the Rook turns out to be a holy terror).

Other defenses are found wanting. For example, if 37 ... Bh7-e4 38 Rd1xd7? Bc4xc6 39 Rd7-c7 and White wins a piece. Or if 37 ... Nb6-d5 38 b4-b5 Kc8-e7 39 Bc6xd7 Kc7xd7 40 Rd1-e1 followed by 41 Ra1-e7+, and the two passed Pawns should assure the victory.

38 Bc6xd7 Nb6xd7

39 c5-c6 Nd7-b6

40 c6-c7

Indicating that he intends to play 41 Rd1-d8 followed by queening the Pawn, a contingency which Black's next move is designed to forestall.

40 ... Bh7-f5

The Bishop emerges, after lingering in the background for the last 28 moves.

41 Rd1-d8

Instead of this, the play could go as follows: 41 c2-e4 Bf5-g4 f1 41 ... Bf5xe4 42 Rd1-d8 Bc4-b7 43 Rd8-b8, and White wins one of the loose pieces! 42 f2-f3 Bg4xf3 43 Rd1-d8 Bf3xe4 44 c7-c8(Q) Nb6xc7 45 Rd8xc8, and White wins.

Capablanca undoubtedly saw this possibility. Why didn't he go in for it? Evidently, because he had already visualized a line of play leading to a win, and there was no reason to analyze other means of procedure.

41 ... e6-e5

42 Rd8-b8 Nb6-c8

43 b4-b5 Kc7-d6

44 b5-b6 Nc8-e7

Or 44 ... Kd6-c6 45 b6-b7 Kxd6c7 46 b7xc8(Q)+ Bf5xc8 47 Rb8-a8, and the advantage of the exchange should be decisive.

45 Rb8-f8

Again White could force the game by 45 c7-c8(Q) Ne7xc8 (or Bf5xc8) 46 b6-b7, and White wins the piece at c8, as moving it allows 47 Rb8-d8+ followed by queening the Pawn.

Capablanca sticks to his original plan, which just as surely wins, and wins, and wins.

45 ... Bf5-c8

Black must prevent 46 b6-b7.

46 Rf8xf7 Ne7-d5

47 Rf7xg7

While Black is busy restraining the passed Pawns on the Queen-side, the Rook removes everything in sight on the King-side.

47 ... Nd5xc6

48 Bg7-h7 Nb6-c6

49 Rb7xb6+ Kd6xc7

50 e2-e4 Nd5-e7

51 f2-f3 Kc7-d7

52 h2-h4 Kd7-e8

53 Rb6-f6 Ne7-g8

54 Rf6-c6 Black Resigns

Any move by the Bishop allows 55 Rc6-c6, and the last Black Pawn comes off.

This beautiful game was awarded a special prize.

## GAME 56

White: L. Kárm  
 Black: J. R. Capablanca  
 Moscow, 1936

## Vienna Game

Before half-a-dozen moves have been made, White has managed to acquire the two-Bishop advantage.

The open a file accruing to his opponent is a result of the exchange of Knight for Bishop; might seem to be small consolation for the missing Bishop, but it serves as a marvelous jumping-off place for the Rook, which is enabled to penetrate into the heart of the adverse position.

Both Capablanca's Rooks, in fact, leap gaily over the board, in the ending that is quickly reached, with the grace and abandon of adagio dancers.

The entire ending is replete with absorbing play, and is one of the finest endings in the entire literature of chess.

The whole game itself was selected as the best game of the tournament.

1 e2-e4 e7-e5  
 2 Nb1-c3

This perfectly good opening is so rarely played nowadays, that it is not even mentioned in some of the recent opening books. But opinions change, and the Vienna may yet come into vogue, as did the Tarrasch Defence to the Queen's Gambit.

And after all, didn't Kárm (Capablanca's opponent in this game)

beat Botvinnik in 28 moves with a Vienna one year earlier at Moscow?

3 ... f5 Bf8-c5  
 4 Ng1-f3 e7-d6  
 Better than 3 ... Nb8-c6 4 Nf3xe5?  
 4 Nc3-e4 Bc8-b6  
 5 Na4xb6 e7xb6  
 6 d2-e4 e5xd4  
 7 Qd1xd4 Qd8-f6

Best, as routine development by 7 ... Ng8-f6 lets White put on the pressure with 8 Bc1-g5.

8 Bc1-g5 Qf8xe7  
 9 Nf3xe5

"White has a respectable position," says Euwe, "thanks to his two Bishops and his center Pawns, which ensure for him a little more freedom."

Black's task is now, above all, to prevent his opponent's posting his pieces aggressively, and Capablanca is just the man for this.

9 ... Bc8-e7  
 10 Bf1-e4 Ng8-e7  
 11 0-0 Ne7-g6

Capablanca not only prepares to castle, but is ready to penalize an impetuous 12 f2-f4 by 12 ... h7-h6 13 f4-e5 Ng6-e5, winning one of the precious Bishops.

12 e2-e3 0-0  
 13 Ra1-e1 Nb8-e6



The point on at this point.



Position after 13 ... Nb8-c6!

Black now threatens 14 ... Ra8 a4, after which this could follow: 15 Nd4xc6 Bc7xc6 16 Bc4 d5 (if 16 Bc4 d3, Bc8xe4 17 b2b3 Bc4xd3) 16 ... Bc6xd5, and White has had to part with a Bishop.

How does White proceed now?

The attractive 14 Nd4-b5 runs into this: 14 ... Nc6-e5 15 Bc4-e2 Bc7xb5 16 Bx2xb5 Ra8 a5 17 Bb5-e2 Ne5-f3+ 18 Bx2xf3 Ra5xg5, and the threat of 19 ... Ng8-h4 assures Black of good winning chances in the ending.

14 Nd4xc6

Not best, though understandable, in view of the fact that exchanges clear the board and allow more scope to the Bishops.

(Little did Karpov reckon that he was in for a hard Rook ending with nary a Bishop in sight!)

Capablanca himself suggested 14 Bg5-c1, defending the a-Pawn, so that 14 ... Ra8 a4 could be met by 15 b2-b3 followed by 16 a3-a4

14 ... b7xc6

The exchange is to Black's benefit, as he now has a Pawn at c6, guarding the important central square d5 against invaders.

15 Bg5-d2

There was still time for 15 Bg5-c1.

15 ... Ra8 a4!

This will ultimately kill off one of the Bishops.

16 Bc4-d3 Ng8-e5

17 Bc2-c3 f7-f6

Black is in no hurry to give up his Knight, which justifies its existence merely by standing proudly in the center and looking fierce!

18 f2-f3 Rf8-e8

19 Rf1-f2 Bc7-c8

20 Bc3-f1 Bc8-a6!

Now we see what Capablanca is getting at! An earlier exchange by ... Ne5xc3 would have left Bishops of opposite colour, and good drawing chances, whereas the exchange of Bishop for Bishop removes that possibility.

21 Bf1xe6 Ra4xe6

22 Bc3xe6

It was either that (which improves Black's Pawn position) or worry about the Knight moving to c4, whenever it pleased him to do so.

22 ... f6xe6

23 Rd1-c3

# Ending 56

Position after 23 Rd1-c3

Capablanca to move



Kern:

Black has good chances in the endgame. His Rooks have more maneuvering space, and his Pawns control more central squares than do White's.

Capablanca plans to utilize these advantages to bring his King to the center, advance his Kingside Pawns for a breakthrough at g4, and establish a Rook at d4, where it will exert unremitting pressure on the adverse position.

23 ... b6-b5?

An important move, if only to prevent 24 c2-c4.

24 Rf2-d2

Fine dismisses 24 f3-f4 e5xf4

25 Rf2-c4 Rf6-e4 26 Rd3-e3

Rf4-e4 27 c2-c3 d6-d5, with the comment that it loses a Pawn.

24 ... e6-e5

25 Kg1-f2 Rf6-e4

Black increases the pressure on the e-Pawn, to discourage any freeing attempts by 13-f4.

26 Kf2-e2 Kg6-f7

27 Rd2-d1 Kf7-e6

28 Ka2-d2 Rf6-b6

Before taking any decisive action on the Kingside, Black indicates that he might try 29 ... b5-b4, a breakthrough on the Queenside.

29 Rg3-c3

Prevents 29 ... b5-b4 30 a2xb4 c5xb4, as 31 Rc3xc7 would follow.

29 ... g7-g5

Capablanca prepares a breakthrough on the Kingside, an important decision, as the opening up of the game will afford White counterplay.

30 h2-h3 h7-h5



Position after 30 ... h7-h5

31 Rd1-h1

'The first inaccuracy,' says Euwe in *Das Schacholympion 'Capablanca'*. 'The Rook is placed unfortunately at h1, so that White has practically lost a move, and will have to lose another.'

Esau reverses himself though in *Meet the Mariner*, where he says of 31 Rd1-h1, 'A good move. White threatens 32 h3-h4, after which Black would either have to remain with a weak Pawn on the Rook's file (if he plays 32 ... g5-h4, or lets White capture by 33 h4xg5), or to concede his opponent a strong passed Pawn on the same file (after 32 h3-h4) by 32 ... g5-h4 33 f3xg4 h5xg4 34 h4-h5.'

'You pay your money and you take your choice,' commented Annot, away back in 1846.)

31 ... Rd4-d4+

32 Kd2-e2 Rb8-g8

Not only to further his own tall design, but to forestall 33 h3-h4, after which there would come 33 ... g5-g4 34 f3xg4 Rg8xg4, and the Rook's simultaneous attack on the e-Pawn and the g-Pawn would net Black a couple of Pawns.

33 Rc3-d3 Rd4-e4

Black is not yet ready to exchange.

34 Rh1-d1 g5-g4?

This will assure Black of an open file for his King Rook.

35 h3xg4 h5xg4

36 Ke2-e3

White, on the other hand, may not avail himself of the h-file, as after 36 Rd1-h1, the combination 36 ... g4xh3+ 37 g2xh3 (if 37 Ke2xf3, Rg8-f8+ 38 Kf3-g3 Rf8-d8 wins the e-Pawn for Black) 37 ... Rg8-g3+ 38 Ke2-d1 Rg2-d2, and the threat of 39 ... b5-b4, followed by 40 ... c5-c4 and 41 ... c4-c3, is bound to win Black

some material.

36 ... Rg8-h8?

There being nothing in 36 ... g4xh3 37 g2xh3 Rg8-g2 38 Rd3-d2, Black seizes the open file.

37 Rc3-h3

This attempt to get some counter-play is preferable to 37 f3xg4 Rf8-g8 38 Kx3-f3 Rg8-f8+ 39 Kf3-e3 Rf8-f4, and White's Pawns begin to fall like the proverbial ripe apples.

A diagram would be helpful.



Position after 37 Rc3-h3:

37 ... Rb8-h2

Far better to establish a Rook on the seventh rank, and meet 38 Rb3-h6 with 38 ... Rh2xg2, then to play the mask.

37 ... c7-c6. This would protect the b-Pawn at the expense of weakening the d-Pawn—which would require immediate defense after 38 Rc3-d3.

38 Rd1-e2 Ra4-d4

39 Rd2-e2

The alternative (to exchange Rooks

instead of running away!

39 Re2xd4 c5xd4+ 40 Ke3 f2  
g4xh3 41 Kf2xh3 c7 c6 is in Black's  
favor.

Meanwhile, Black must look to  
his Pawn, two of them being on  
prize.

39 ... c7-c6

Saves the b pawn, and is ready to  
meet 40 f3xg4 with 40 ... c5-c4  
41 Rb3 c3 Ke6-e6 and 42 ... Kf6 g5.

40 Rb3-c3 g4-g3

Capablanca has strengthened his  
position skillfully and systematically,  
and with this last move threatens  
to gain a decisive advance by

41 ... Rh2 h1

But for the moment his g-Pawn  
is weak, a circumstance which  
allows White a rare opportunity  
to obtain a draw, as Capablanca  
himself pointed out.

The play to do so would go thus:

41 f3-h1 (threatens to win the g-  
Pawn by 42 Ke3-f3) 41 ... Rh2-h4

42 f4xe5 Rd4xe4+ 43 Ke3 f3

Rh4-h4+ 44 Kf2xg3 Rf4-g4+

45 Kg3 f3 Re4xe2 46 Kf3xg2

Rg4xg2+ 47 Ke2-f3 Rg2-h2

48 Kf3-g3! (prevents

48 ... Rh2-h3+ followed by

49 ... Rh3xc3! 48 ... Rh2-e2

49 c5xd5, and the game is drawn.)

41 Re3-d3 Rh2-h1

Black has a strong grip on the  
position, which he threatens to  
strengthen by 42 ... Rb1-f1 or  
42 ... d6-d5.

42 f3-f4

Too late! Too late! Now the move  
falls in its object, as White dis-

covers to his screen.

42 ... Rh1-f1

This keeps the King away from the  
Pawn.

43 f4-f5+

If instead 43 f4xe5, Ke6xe5

44 Re3xd4 (or 44 Kg3 d2 c5-c4

45 Re3xd4 Ke5xd4 c5-Re2e3

Rf1-d1+ wins) 44 ... c5xd4+

45 Kc3 d2 c5 c5 and the contin-

uation 46 ... Rf1-f4 will win the  
e Pawn.

43 ... Ke6-f6

Now the threat is a breakthrough  
in the center by ... d5-d5—and  
this threat is irresistible.

44 e2-c3 Rd4xd3+

45 Ke3xd3 d5-d5!

Threatens to win a Pawn by

46 ... d5xc4+ followed by

47 ... Rf1xf5, as well as by

46 ... c5-c4+ followed by

47 ... Rf1-f4.

46 b2-b3 c5-c4+

47 b2xc4 b5xc4+

48 Kd3-e3

Hope springs eternal! There is a  
faint chance that Capablanca will  
play 48 ... Rf1-e1, to which  
White would reply 49 Re2-e2,  
followed by advancing his passed  
Pawn.

Truth to tell, there was nothing  
better, as 48 Kc3 d2 loses the  
Rook Pawn after 48 ... Rf1-e1,  
while 48 Kd3 c2 allows  
48 ... d5-c4 in reply, giving  
Black two dangerous connected  
passed Pawns.

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48 ... Rf1-g1!

49 Ke3-f3 Re1xa3

50 Kf3ag3

On 50 Re2-e3 to protect the c-Pawn, there comes 50 ... Re3-b3 51 Kf3ag3, and d5-d4 is painful.

50 ... Re3xc3+

51 Kg3-h4 Rc3-c1!

Black is in no hurry to advance his d-Pawn, as after 51 ... d5-d4 52 g2-g4 Rc3-c1 53 g4-g5+, and White still needs subduing.

52 g2-g4 Rc1-h1+

53 Kh4-g3 d5-d4

54 Re2-e2 d4-c3

55 Kg3-g2 Rh1-e1

56 Kg2-f2 Re1xe4

57 Kf2-f3

Kane resigned without waiting for Black to play 57 ... Re4-d4+, after which 58 Kf3-g3 loses by ... c4-c3, or 58 ... Kf5-f6, and all his Pawns come off the board.

A difficult, highly instructive endgame, conducted by Capablanca in a manner which is perfection itself.

## GAME 57

White: Ern. Lasker

Black: J. R. Capablanca

Moscow, 1926

Scilian Defence

Capablanca's blinding of logic and force could serve as a model for the line of the Sicilian.

Capablanca counts on White's threats on the Kingside with vigorous play on the Queenside, culminating, after careful preparation, in the advance of his d-Pawn. This advance, bearing out the principle that 'wing attack is best met by play in the center', is strategically decisive, as Lasker's threats are rendered harmless, and his pieces left stranded on the sidelines.

The Queen ending is handled impeccably by Capablanca, noteworthy being the quiet little

29 ... h7-h6 move that suddenly brings about Zugzwang, just as

26 ... h7-h6 did in the famous Samisch-Nimzowitsch immortal zugzwang game, Copenhagen, 1923 (The Golden Doren, p. 8).

1 e2-e4 c7-c5

Capablanca rarely resorted to the Sicilian, but he was out for blood, as he had to avenge his defeat by Lasker the previous year.

2 Ng1-f3 Nb8-c6

3 d2-g4 c5xd4

4 Nf3xd4 Ng8-f5

5 Nh1-c3 d7-d6

6 Bf1-e2

The popular line nowadays is 6 Bc1-g5, the Rauzer System, which restrains counter-action in

the center, and prepares for Queen-side castling, and a Pawn advance by f2-f4 and an eventual e4-e5.

6 ... Bc8-e7

7 Bc1-e3

Lasker starts from 7 0-0 a7-a6  
8 Bc1-e3 Gc8-c7 9 f2-f4 Nc6-e5  
10 f4-f5, with which he had  
smashed Pirc in 20 moves one year  
earlier at Moscow.

7 ... e7-e6

There is no hurry about playing  
7...e7-e6, as 8 Nc4-b5 Qd8-b8  
9 Bc3-f4 is easily parried by  
9...Nc6-e5.

8 Qd1-e2

Now there is a definite threat  
against the d-Pawn by 9 Nc4-b5  
Qd8-b8 10 0-0-0.

8 ... a7-a6

9 f2-f4 Qd8-e7

With a view to deploying his  
Queen Knight to c4 by way of a5  
in order to kill off a Bishop.

10 Nd4-b5

Which White promptly presents!

10 ... b7-b6

Customary expansion on the Queen-  
side, one effect of which is to curb  
any ambitious White's Queen  
Knight might harbor of moving to  
a4, and then anchoring itself, or  
the Bishop, at b6.

11 Bc2-f3 Ra8-b8

12 Nc3-e2 Bf8-e7

13 0-0 0-0

14 Ne2-g3

Lasker launches a King side attack,  
which should have been preface

(Capablanca suggests) by 14 g2-g4.

14 ... a6-a5!

Capablanca counters retacks on the  
Queen-side—the usual specific in  
the Scheveningen line of the  
Sicilian.

15 Nf3-d4 a5-a4

16 Ra1-e1 Rf8-e8

17 Rf1-f2 Nf6-e6

The position on the board.



Position after 17 ... Nf6-e6

18 Nd4xc6

White must exchange Knights if he  
wants to play 18 f4-f5 without  
permitting 18...Nc6-a5 in reply.  
In doing so, though, he facilitates  
the advance of the d-Pawn, a vital  
move for Black.

18 ... Bd7xc6

19 f4-f5

A risky move, which enables Black,  
after suitable preparation, to gain  
control of the center.

19 ... e6-e5!

"What about the backward Pawn?"  
shreks the pious student, brought

## Game 57

up on sound positional principles. The answer is that there aren't going to be no backward Pawn (Purdy).

20 Ng3-h5 Qc7-b7

This, and Black's 22nd and 23rd moves are directed to support the all-important advance of the d-Pawn, one effect of which will be to weaken the base of White's f-Pawn.

21 Be3-g5 f7-e6

22 Bg5-e3 Ne8-c7

Capturing the e-Pawn results in material loss, thus: 22... Bc6xe4 23 Bf3xe4 Qb7xe4 24 Be3-a7, and White wins the exchange.

23 Qc2-d1 Rc8-d8

24 Rf2-d2 Kg8-h8

25 a2-a3 Rb8-c8

Now there is a threat against the e-Pawn.

26 Be3-f2 g6-d5!

With this move, a *pin que que* in almost all Black defenses, Capablanca wins the initiative—and doesn't let go!

27 e4xd5 Ne7xd5

28 Bf3xd5 Rd8xd5

29 Qd1-g4

This is the position



Position after 29 Qd1-g4

Threatens instant mate, and sets up a pretty little trap as well, to wit: if Black tries to forestall mate and win a Rook by 29... g7-g6

30 f5xg6 Rd5xd2, he falls into 31 g6-g7+ Kh8-g8 32 Qg4-e6 mate!

29... Be7-c5!

30 Re1-d1 Bc6xf2+

31 Kg1xh2 Rc8-d8

32 Rd2xd5 Rd8xd5

33 Rd1xd5 Bc6xd5

Black's advantage evidences itself in his passed Pawn on the e-file, the longlines of attack open to his Queen and Bishop, and in the target he has in the adverse King who is exposed to attack.

34 Qg4-b4

Indirectly protects the g Pawn by the threat of mate on the move.

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Position after 34 Qg4-b4

Capablanca to move



Levitt

White's King is out in the open, exposed to wintry blasts, and his Knight is on the sidelines, away from the theater of action. His Queen, however, poised for attack, looks menacing.

To compensate for this, Capablanca possesses what Bronstein calls the most powerful weapon in chess—the right to make the next move!

34 ... Qb7-a7+!

Capablanca is precise to the last detail! It is important that the Queen check at a7 and not at b8 (a square nearer the King, while also protecting the b Pawn), as will be seen from the subsequent play.

35 Kf2-e2

Sudden death follows: 35 Kf2-g3 by 35 ... Qa7-e3+ 36 Kg3-g4 Qe3-g5+ 37 Kg4-h3 Bd5xg2 mate, while 35 Kf2-e1 loses by

35 ... Qa7-g1+ 36 Ke1-e2 Qg1xg2+ 37 Ke2-e1 Qg2-g1+ 38 Ke1-e2 Qg1xh2+, and the Knight comes off next move. (No, White does not mate by 40 Qb4-f8+.)

35 ... Bd5-e4+

36 Ke2-f3

This is forced, as 36 Ke3-e1 allows a mate in five beginning with 36 ... Qa7-e3+ 37 Ke1-d1 Bc4-e2+, while other moves lose the Knight.

36 ... Qa7-a8+!

Again this, and not the nearer square b7, is the proper square from which to check.

A Queen's move! not to be missed.



Position after 36 ... Qa7-a8+!

37 Kf3-e2

The alternative 37 Kf3-g3 is not ending, as this would be the sequel: 37 ... Qa8-e8 38 Kg3-h4 (or 38 Kg3-g4 Bc4-e2+ wins the Knight) 38 ... g7-g5+ 39 f5xg5 an passant h7xg6 40 Nh5-g3 (or 40 Nh5xh6 Qa8-d8 41 Kh4-g5 Kh8-g7, and Black wins the Knight) 40 ... Qa8-d8 (threatens



## Ending 57

41 ... f6-f5+ 42 Kh4-h3 f5-f4  
43 Ng3-e4 (Bolt-e6 mate) 41 Qb4-c3  
(of course not 41 Kh4-g4 Qd8-e4+  
42 Kg4-f3 Qd4-f4 mate)  
41 ... f6-f5+ 42 Kh4-h3 Qd8-e7,  
and the threats of 43 ... f5-f4  
followed by 44 ... Bolt-e6 mate,  
as well as 43 ... Qe7-h7+ winning  
the Knight, are decisive.

37 ... Qa8-d8!

The point of Capablanca's previous  
moves. The Queen is beautifully  
placed for defence against intrusion  
by the enemy Queen, and for  
attack as well, the immediate threat  
being capture of the indolent  
Knight, as follows: 38 ... Qd8-e4+  
39 Kf2-g3 (if 38 Kf2-e1 Qd4-e3+  
forces mate, or if 38 Kf2-f3  
Qd4-d1+ wins the Knight)  
39 ... Qd4-e3+ 40 Kg3-g4 (or to  
h4) 40 ... Qe3-g5+, and the Knight  
comes off with check.

38 Qb4-c3

Nipping at the Bishop instead loses  
in a flash, thus: 38 b2-b3 Qd8-e4+  
39 Kf2-f3 Bolt-d5+ 40 Kf3-e2  
Qd4xb4 41 a2xb4 a4-a3, and the  
Pawn promotes to a Queen.

Capablanca suggests as White's  
best line of defence the following:  
38 Kf2-e1 h7-h6 39 b2-b3 a4xb3  
40 c2xb3 Bc4-f7 41 Qb4-g4  
Qd8-f8 42 b3-b4 Bf7-d5, though  
Black's passed Pawn could still  
present White with some problems.

Lasker's last move, whose object  
is to bring the Queen to the aid of  
the King, gives Capablanca the  
opportunity (which he seizes  
instantly!) to force his opponent  
into zugzwang, that dreadful  
paralyzing state where one must

move but cannot do so without  
incurring loss of some kind.

38 ... Qd8-d1!

39 Nh5-g3 h7-h6

A quiet little move, but deadly  
none the less. Suddenly, White is  
out of moves! The proof!

(a) a Queen move allows Black to  
capture the e-Pawn with check,

(b) a Knight move to h5, h1, f1, or  
e2 lets the Knight be snapped off,  
while 40 Ng3-e4 loses the Knight  
by 40 ... Qd1-e2+,

(c) a move by the King (40 Kf2-e3  
is the only move) yields to  
40 ... Qd1-g1+ 41 Ke3-f3 Bc4-d5+  
(stronger than the petty  
41 ... Qg1xh2) 42 Kf3-g4 (or  
42 Ng3-e4 Qg1-f1+ 43 Kf3-e3  
Qf1-e4+ wins the Knight)  
43 ... Qg1xg2, and Black threatens  
43 ... h5-h5+! 44 Kg4xh5 (or  
44 Kg4-h4 Qg2xh2 mate)  
44 ... Qg2-h3+ 45 Kh5-g6 Qh3-h7  
mate.

(d) moves by the h-Pawn are quick-  
ly exhausted, Black's King simply  
moving to and fro until they are

White has only one move on the  
board!

40 b2-b3 a4xb3

41 c2xb3 Bc4xb3

The first tangible gain—but Lasker  
still needs subduing!

42 Ng3-f1 Qd1-b1

43 g2-g4

Protecting the f-Pawn by 43 h1h2-e3  
allows 43 ... Qb1-a2+, followed by  
44 ... Qa2xc3, and Black acquires  
another passed Pawn.

The text move is intended to protect the a-Pawn indirectly, as after 43 ... Qb1-a2+ 44 Nf1-d2, and Black may not capture the Pawn, on pain of losing his Bishop, which is doubly attacked.

43 ... Bb3-a4

44 Nf1-a3

If 44 Nf1-g3 (to prevent 44 ... Qb1-h1) 44 ... Qb1-a2+ 45 Kf2-g1 Bc4-d5 is conclusive.

44 ... Qb1-h1

This is the position:



Position after 44 ... Qb1-h1

45 Ne3xe4

White pins his last hope on the passed Pawn that he will have as a result of this exchange.

Had White tried 45 Kf2-g3 instead, he would have succumbed to some pretty play, as witness the: 45 Kf2-g3 Bc4-e2, and White is practically in zugzwang.

If the Knight moves to g2, 46 ... Bc2xe4 wins a Pawn, or if it moves to c2, then 46 ... Qh1-g1+ and 47 ... Qg1xg4 mate.

If the Queen moves, say, to c5 to

keep in touch with the Knight, then 46 ... Qh1-g1+ 47 Kg3-h3 &f 47 Kg3-h4, Qg1ah2 is mate! 47 ... Bc2-f1+ 48 Kh3-h4 (the Knight is pinned) 48 ... Qg1ah2 is mate.

Or if 46 Qc3-d2 (instead of 46 Qc3-c5) 46 ... Qh1-f3+ 47 Kg3-h4 Qf3-e2+ 48 Kh4-h5 (or to h3) 48 ... Bc2xg4+, and Black wins the Queen.

If (after 45 Kf2-g3 Bc4-e2) White tries for a perpetual check by 46 Qc3-e8+ Kh8-h7 47 Qc8-e8 then 47 ... Qh1-f3+ 48 Kg3-h4 Qf3-f2+ 49 Kh4-h3 (or 49 Kh4-h5 Qf3xh2 mate) 49 ... Qf2-e3+ 50 Kh3-h4 Qe3-f2+ and mate next move.

45 ... Qh1xh2+

46 Kf2-e1

On 46 Kf2-e3, Capablanca would definitely not exchange Queens, as after 46 ... Qh2-g3+ 47 Ke3-d2 Qg3xc3+ 48 Kd2xc3 b5xc4 49 a3-a4, and wins. Black's King being miles away.

46 ... Qh2-g1+

47 Ke1-d2 Qg1-f2+

48 Kd2-e1 Qf2-f1+

49 Ke1-d2 b5xc4

50 a3-a4 Qf1-f4+

51 Kd2-c2

Against 51 Kd2-e1, Capablanca intended to continue with 51 ... Qf4-e4+ 52 Ke1-d2 Qe4xg4 53 a4-a5 Qg4-g2+ 54 Kd2-e3 Qg2-g3+ 55 Ke3-d2 Qg3-f2+ 56 Kd2-c1 Qf2-a2, and Black wins, as the a-Pawn is stopped.

51 ... Qf4xg4

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52 e4-e5 Qg4xf5+

53 Kc2-e1

A diagram of the position:



Position after 53 Kc2-e1

In this critical situation, Capablanca took a half-hour before deciding on the clearest way to win.

One line which included letting White promote his Pawn to a Queen went as follows: 53 ... e5-e4 54 e5-e6 Qf5-e5 55 Qc3-b2 c4-c3 56 Qb2-b8+ Kh8-h7 57 a8-a7 Qe5-e3+ 58 Kc1-b1 Qe3-e3+ 59 Kb1-a2 c3-c2 60 a7-a8(Q) (on 60 Kc2-b2 Qe3-d2 wins) 60 ... Qd3-c4+ and wins.

However, Capablanca discarded

this line and chose another which secures the win in simpler but no less forceful manner.

53 ... Qf5-f2!

54 Qc3-c2

Lasker's suggestion (after the game) of 54 Qc3-c2 is beaten easily by 54 ... Qf2-c5, while against 54 Qc3-e4 Capablanca was prepared to win this way:

54 ... Qf2-e1+ 55 Kc1-c2 Qe1-a8

56 Qc4-c8+ Kh8-h7 57 Qc8-f8+

Kh7-g8 58 Qf5-e6+ Kg8-f8

59 Qc8-d8+ Kf8-e8 60 Qd8-e8+

Ke8-d8 61 Qe8-g8+ Kd8-e7

62 Qg8-g7+ Ke7-e6 63 Qg7-g8+

Ke6-d6 64 Qg8-f8+ Kd6-d5

65 Qf8xe8 Qa5-e4+, and Black wins.

54 ... Kh8-h7

Lasker resigned, as 55 e5-e6 is met by 55 ... c4-c3! 56 Qa2xc3 Qf2-f1+ 57 Kc1-c2 Qf1-a8, and the last Pawn, and with it White's last hope, is gone.

This was the last great battle of these two giants of the chess world.

They met across the board for the last time at Nottingham, but the game resulted in an uneventful draw.

## GAME 58

White J. R. Capablanca

Black E. Lasker

Moscow, 1936

Giugno Pieno

Capablanca evokes an endgame win from a position that is truly fairy-tale.

Fairy, if you will, a line up of two Kings, two Queens, and four Rooks crowded together along two

files of the King-side of the board, with hardly any breathing space between the pieces!

In a trice Capablanca solves the problem of simplifying the position!

He clears away four of the heavy pieces, and brings it to a Rook ending where he greets the winning touch—the sacrifice of a Pawn that lets his King become active.

The play that follows—the queening of a Pawn—a easily understood, but nevertheless a pleasure to watch.

1 e2-e4 e7-e5  
 2 Ng1-f3 Nb8-c6  
 3 Bf1-c4 Bf8-c5  
 4 Nb1-c3 Ng8-f6  
 5 e2-d3 d7-d6  
 6 Bc1-g5

The Canal Variation, introduced by the Peruvian master into tournament play at Carlsbad in 1929, breathed new life into the staid Giuoco Piano (the quiet game).

6 ... h7-h6

Black must do something to fore stall 7 Nc3-d5 followed by 8 Nd5xh6+, breaking up the King-side Pawn structure.

There is an alternative of course in 6 ... Nc6-a6 7 Bc4 b3 c7-c6, but the text is the most effective way for Black to obtain the two Bishops.

7 Bg5xf6

Inferior would be 7 Bg5 h4 g7-g5 8 Bh4 g3, when the Bishop is impotent. (Black's broken Pawn position on the King-side does not matter as he can castle on the

Queen-side.)

7 ... Qd8xf6

8 Nc3-d5!

The point of the variation!

The Knight dominates the center, with an immediate attack on the Queen, and a threat of a Knight fork winning the Queen Rook.

8 ... Qf6-e6

It is noteworthy that none of Canal's opponents resorted to the counterattack by 8 ... Qf6-g6, to which White could respond 9 Qd1-e2 or 9 Nd3-h4 Qg6-g5 10 g2-g3 with a good game.

9 e2-e3 Nc6-a7

Black's idea, naturally, is to get rid of White's strongly-placed Knight.

It is also worthy of note that this position came up five times at the Carlsbad tournament, and the players of Black made five different replies, with the following results (though of course these results are not meant to be conclusive so far as the value of each move is concerned).

They are interesting though in showing that five masters looking at a position that is new to them, may find different 'best' moves.

- (1) Treybal played 9 ... a7-a6 against Canal, and lost.
- (2) Capablanca played 9 ... 0-0 against Canal, and drew.
- (3) Becker played 9 ... Bc8-e6 against Canal, and lost.
- (4) Johny played 9 ... Nc6-e7 against Canal, and lost.
- (5) Treybal played 9 ... a7-a5 against Tartakover, and drew.

Besides the proliferation of possible moves, 9... Bc5-b6 and 9... Nc8-e5 are worth considering – which shows that new ideas in the opening are still far from being exhausted.

### 10 Nd5-e3

This Capablanca innovation, which leads to a quiet positional struggle, suitable to the Cuban's style, is stronger than the usual line

10 d3-d4 Nc7xd5 11 Bc4xd5 e5xd4 12 Nf3xd4 0-0, which can create undesirable complications.

### 10 ... Bc8-e8

Somewhat preferable to this, which sets up targets for attack, was

10... 0-0 11 0-0 Bc5-b6 12 d3-d4 Ne7-g6, holding the strong point e5.

### 11 Bc4xe6 f7xe6

### 12 Qd1-b3 Qd8-e8

The position at this point



Position after 12... Qd8-e8

### 13 d3-d4

White does not try to win a Pawn by 13 Nf3xe5 d6xe5 14 Qb3-b5, as Black simply interposes

13... Bc5e3 instead and wins a piece.

Capablanca's move takes control of the center.

### 13 ... e5xe4

### 14 Nf3xe4 Bc5xd4

But not 14... e5-e5 15 Nc6-e6, to White's advantage.

### 15 c3xe4 0-0

At the end of the opening phase, Capablanca enjoys a slight superiority in position. His Queen is aggressively placed, whereas Black's Queen is restricted to defence, and he (Capa) has a fine open c-file for the concurrence of his Rooks.

### 16 0-0 Qc8-d7

### 17 Ra1-c1

Not at once 17 Qb3xb7 Rf8-b8, when Black regains his Pawn and (so add insult to injury) posts a Rook on the seventh rank.

After the text move, though, there is a threat of 18 Qb3xb7 followed by 19 Qb7xc7.

### 17 ... Ra8-b8

### 18 Rc1-c3

White cannot delay his forces, rather than go in for direct (and possibly premature) attack by 18 f2-f4, with the threat of 19 f4-f5.

### 18 ... d6-e5

### 19 Qb3-c2

Attacks the e-Pawn, while protecting his own e-Pawn as well.

There was nothing in 19 e4-e5, the simplest reply to which was 19... Ne7-e8, nor in 19 Nc3-g4 Rf8-f4 20 Rc3-g3 Kg8-h7.

19 ... c7-c6

Fortifies the center at the expense of taking a good square away from the Knight.

Capablanca suggests instead

19 ... Ne7-e6 20 e4xd5 e6xd5

21 Rc3-e5 Nc6xe4 22 Qc2-d3,  
with White having the edge.

20 e4-e5 Rf8-f4

21 Qc2-d1 Rf8-f3

22 f3-f3

The plan is to continue with

23 g2-g3 Rf4-f7 24 f3-f4

25 ... Qd7-d8

Black's best defence according to

Capablanca, was 22 ... Rf4-f7!

23 g2-g3 Ne7-f5 24 Ne3xf5

Rf7xf5 25 f3-f4 g7-g5

26 g2-g3 Rf4-f7

27 f3-f4 Ne7-f5

28 Ne3xf5 Rf7xf5

## Ending 58

Position after 25 ... Rf7xf5

Diagrams



Capablanca to move

Capablanca's advantage, as in so many of his endings, is almost imperceptible.

His Pawn majority on the King side looks imposing, and his e-Pawn seems destined for greatness. Two barriers stand in the way though—Black's e-Pawn, and the Rook occupying f5.

The Rook must be dislodged and a break-through made at that key square.

To do so requires patience and delicate handling, as endings featuring the heavy pieces are notoriously difficult and respond only to skilful treatment.

26 h2-h4

A move that not only frightens off the opponent from playing

26 ... g7-g5, but convinces the commentators as well.

One of them writes, 'It

26 ... g7-g5 27 h4xg5 h6xg5

28 Qd1-g4 with a winning game.'

Another says, 'If 26 ... g7-g5

27 h4xg5 h6xg5 28 Kg1-g2 followed by 29 Rf1-h1'.

A third suggests this winning line after 26 ... g7-g5: 27 Qd1-h5

Qd8-e8 28 Qh5xe8 Rf8xe8!

29 h4xg5 Rf5e1+ 30 Kg1xf1

Rc3-g8+ 31 Kf1-g2 h6xg5

32 h4xg5 Rf8-f5 33 Rcd b3, and White wins a Pawn.

Capablanca however, who was objective in his analysis (a trait few masters possess) recommended 26 ... g7-g5 for Black, as after the continuation 27 h4xg5 h6xg5 28 Qd1-h5 (if 29 Qd1-g4 Rf8-f7 followed by 29 ... Rf7-g7)

29 ... Qd8-e8 30 Qh5xe8 Rf8xe8

31 h4xg5 Rf8-f5 31 Rf1xf5

## Ending 58

R18xh5 32 Kg1-g2 Rf5ag5  
33 Rc3 f3 c6 c5! (but not  
33 ... Rg5-g4 34 Rf3 f4) Black  
should obtain a draw

26 ... g7-g6  
27 Kg1-g2 Qd8-e7  
28 a2-a3

Not so much to prevent:

28 ... Qe7-b4, as that were ade-  
quately answered by 29 Rc3-b3,  
but to prepare for b2-b4 and put  
a stop to ... c6-c5 once and for  
all

28 ... Qe7-g7

'My opponent should consider

28 ... g6-g5,' says Capablanca, 'as  
after 29 Qd1-g4 Qe7-g7 30 Rc3-h3  
g5xf4 31 Rf3xf4 Rf5xf4  
32 Qg4xg7+ Kg8xg7 33 g3xf4,  
the resulting Rook ending is not  
unfavourable to Black.'

29 Rc3-f3 Qg7-e7!

A clever move, it anticipates

30 g3-g4, the reply to which is  
30 ... Rf5-f7, and Black has a sec-  
ond threat in 31 ... Qe7xh4, and a  
strategic one in 31 ... c6-c5.

Note that it was too late for  
29 ... g6-g5, as after 30 f4xg5  
h6xg5 31 Rf3xf5 Rf8xh5  
32 Rf1xf5 e6xf5 33 Qd1-h5!  
g5xh4 34 Qh5xh4, and White  
should win.

30 Qd1-c2!

Black's move elicits an equally  
clever reply!

White not only prevents  
30 ... c6-c5, but also threatens  
31 g3-g4, winning the Pawn at g6.

30 ... Kg8-g7

An alternative was 30 ... h6-h5  
(to hinder 31 g3-g4) but that meant  
renouncing the possibility of free-  
ing his game by ... g6-g5.

This fixing of the Kingside  
Pawn position would permit White  
to switch the attack to the other  
wing, where he could institute a  
minority Pawn attack by means of  
b2-b4, Rf3-b3, Rf1-c1, a3-a4, and  
b4-b5.

Capablanca's comments in the  
Book of the Tournament are  
skippy from this point on, as though  
he considered the game as strategi-  
cally won, and further explana-  
tions superfluous.

31 g3-g4

Capablanca utilizes the power of his  
Pawn majority—first by driving the  
Rook away.

31 ... Rf5-f7

32 Kg2-h3 Qe7-d7

Black must not allow a break-  
through by 33 f4-f5.

33 h2-h4

White must not be tempted into  
Pawn hunting, lest he suffer this  
misadventure: 33 h4-h5 g6xh5  
34 g4xh5 Rf7-r6 35 Qc2-g2+  
Kg7-h8 36 Qg2-g6 Rf8-f7  
37 Qg6xh6+ Rf7-h7 38 Qh6-g6  
Rf5xh6+ 39 Kh3-g2. If 39 Kh3-g4  
Rh5-h6 40 Qg6-c2 Qd7-g7! and  
mate next move.) Rh7-g7, and  
White must give up h4 Queen.

33 ... Rf5-g6

A diagram of the position



Position after 33 ... Rf8-g8

34 Rf1-g1

A concerted attack on the King, by virtue of which White is enabled to threaten 35 f4-f5, and if then 35 ... e6xf5 36 g4xf5 Rf7xf5 37 Qc2xf5, and Black may not capture by 37 ... Qd7xf5 as 38 Rf3xf5 leaves him unable to recapture.

34 ... Kg7-h8

The King's safest escape from the pin, as 34 ... Kg7-f8 loses the a-Pawn by the Queen check at c5, while 34 ... Kg7-h7 allows 35 h4-h5 to White's advantage.

35 Qc2-d2

Now the threat is 35 f4-f5 followed by 37 Qd2xb6+.

35 ... Rf7-h7

36 Qd2-f2 h6-h5

Black strikes at the g-Pawn, as its disappearance from the scene would greatly lessen the possibility of White's effecting a breakthrough at f5.

37 g4xh5 Rh7xh5

This capture is preferable to 37 ... g6xh5 (removing the Pawn's influence on f5) 38 Rg1-g5! Rg6-f6 39 f4-f5 e6xf5 40 Kc3-h2, with great advantage to White.

38 Rg1-g5 Qd7-h7

39 Qf2-g3 Qh7-h6

A slight inexactitude (39 ... Qh7-f7 being safer) and Capablanca immediately seizes the opportunity to make things uncomfortable for Black.

40 Qg3-g4

Though there is no threat, as 41 Rg5xh5 is met by 41 ... g6xh5 (attacking and winning the Queen) while 41 Qg4xe6 permits 41 ... Rh5xh4+ and a counter-attack ... The point is that Black can hardly stir!

For instance, if:

(a) 40 ... Qh6-g7 41 Qg4xe6,

(b) 40 ... Qh6-h7 41 Rg5xh5,

Qh7xh5 (or 41 ... g6xh5

42 Qg4xe6) 42 Qg4xh5 g6xh5

43 f4-f5 with advantage.

40 ... Rg6-g7

41 Rf3-g3 Kh8-h7

if 41 ... Rg7-h7 42 Rg5xh5

Qh6xh5 (of course not

42 ... g6xh5 43 Qg4-g6 mate)

43 Qg4xh5 g6xh5 44 Rg3-g6

Rh7-e7 45 Rg6-h6+ and White wins a Pawn.

The unusual position, with eight pieces crowded on two files, deserves a diagram.





**54 Rh3-e3 Black Resigns**

After 54 ... Rcd4-e4 55 Re3xe4  
d5xe4 56 e6 e7 Kg7-f7 57 Kd6-d7,  
and the Pawn becomes a Queen

and wins.

[Strange that nothing at all  
happened on the Queen-side of the  
board for the last 25 moves!]

**GAME 59**

White A. Ilyin-Genevsky and

I. L. Rabinovich

Black J. R. Capablanca

Consultation Game, Leningrad, 1936

**Queen's Indian Defence**

In this, as in many of his games,  
Capablanca seems to be toying with  
his opponents, winning in just about  
any way he pleases.

It calls to mind what Ludewik  
Pillsbury wrote:

'For a lover of chess it was a real  
delight to see Capablanca play.  
Playing over his brilliant games, one  
would hardly believe that this man  
would sit at the board as if some  
comedy were being performed  
before his eyes, and feel free  
any opportunity to rise and walk  
around with a smile on his face. It  
is remarkable how accurately Capa-  
blanca's combinations are calcu-  
lated. Twist and turn as you will,  
test all the possibilities, and in-  
evitably you come to the conclu-  
sion that everything has been  
taken into account with the utmost  
care and precision.'

- |   |        |        |
|---|--------|--------|
| 1 | d2-d4  | Ng8-f6 |
| 2 | Ng1-f3 | b7-b6  |
| 3 | g2-g3  | Bc8-b7 |
| 4 | Bf1-g2 | c7-c5  |

Capablanca favoured the Queen's

Indian (over the King's Indian) as a  
defence to the Queen's Pawn Open-  
ing, playing it twenty-nine times in  
his tournament and match career,  
with the result that he won twenty  
games, drew seven, and lost two (to  
Sultan Khan and Euwe).

His last move is intended to do  
away with White's center Pawn, or  
compel its exchange for the c-Pawn.

- |   |        |        |
|---|--------|--------|
| 5 | 0-0    | c5xd4  |
| 6 | Nf3xd4 | Bb7xg2 |
| 7 | Kg1xg2 | d7-d5  |

Black has good alternatives in  
7 ... Qd8-c8, or 7 ... g7-g6,  
whereas the text move served  
Alekhine badly in his third match  
game against Capablanca. Their  
game continued this way:

- |                                  |          |        |                                    |        |        |
|----------------------------------|----------|--------|------------------------------------|--------|--------|
| 7 ...                            | d7-d5    | 8      | c2-cd                              | e7-e6  |        |
| 9                                | Qd1-a4   | Qd8-c7 | 10                                 | Nd4-b5 |        |
| Nb5-c6                           | 11       | c4xc5  | e6xc5                              | 12     | Bc1-f4 |
| Rd8-c8                           | 13       | Rf1-e1 | (threatens to                      |        |        |
| win by 14                        | Nb5-c7+) | 13 ... | Bf8-c5                             |        |        |
| 14                               | b2-b4    | Bc5xb4 | 15                                 | Rc1xc8 |        |
| Rc8xc5                           | 16       | Qa4xb4 | and Caps                           |        |        |
| White won at the 42nd move after |          |        | a series of sparkling combinations |        |        |

Game 59

8 e2-e4 Qd8-d7

Capablanca improves on Alekhine's play, given in the previous note.

9 e4xe5 Nf6xe5

This is better than 9... Qd7xd5+ 10 Kg2-g1 e7-e5 11 Qd1-e4+ Qd5-d7 12 Nd4-b5, which is in White's favour.

10 e2-e4 Nd5-e7

Preferable to 10... Nd5-f6, as the Knight now guards the tender square b5 against invasion.

11 Nb1-c3 e7-e5

12 Nd4-f5 Qd7xd1

13 Rf1xd1

A diagram of the position:



Position after 13 Rf1xd1

13 ... Nd5-e6

This is better than the routine (though natural) development of the Knight at c6. Capablanca foresees that the Knight is destined to have a brilliant future at c5.

14 Bc1-e3 Ra8-d8

15 Rd1xd8+ Ke8xd8

16 e2-e4

This is to support the entry of the Knight which is headed for b5 and the capture of the a Pawn.

16 ... Kd8-d7

Strangely enough, the King makes no effort to save the threatened Pawn, but is on his way to the King-side!

Centralizing the King at the end game is more important than the life of a mere Pawn—especially if the opponent must make some effort to capture it.

17 Nc3-b5

A safer continuation was 17 e4-e5, but White could hardly have anticipated that winning the Pawn would involve him in difficulties, as he can only get the Knight back into play at the cost of being saddled with isolated doubled Pawns.

17 ... g7-g6

18 Nf5-h4

White's last chance to obtain equality was with this line of play:

18 Ra1-d1+ Kd7-e6 19 Nf5-d6

Nc7xb5 20 Nd6xb5 Bb8-c5!

21 Bc3-b6

# Ending 59

Position after 18 Nf5-b4

Capablanca to move



Notes:

Black has the advantage for the endgame, as his position is superior.

His King is closer to the center than is White's.

His Kingside pieces, though undeveloped, have a great deal of potential power. They can come into play quickly, and occupy important squares.

White's pieces, on the other hand, are scattered over the board, making it difficult for them to cooperate properly.

19 ... Bc8-e6

19 Nb5xa7

White is intent on winning a Pawn, even at the cost of ruining his Pawn structure. The move may have been influenced by Steiner's observation, 'A Pawn is worth a little trouble.'

The prudent course was to exchange Bishops and follow that up with 20 Nb5-c3 and 21 Kg2-f3.

19 ... Bc8-e6

20 f2xe3 Nc6-e6

Threatens to win a Pawn by 21 ... Nc6xe4, and also to trap the Knight by 21 ... Rh8-a8 (22 Na7-b5 Nc7xb5 23 a4xb5 Ra8xa1).

21 Na7-b5 Na7xb5

22 a4xb5 Kd7-e6

Capablanca is never in a hurry! Lesser mortals would grab the Pawn and philosophize later. Capablanca does not care to allow counterplay after 22 ... Nc6xe4 by 23 Ra1-a7+ Kd7-e6 24 Ra7-b7.

White is a Pawn ahead, but Black's centralized King and Knight go far to make up the disadvantage in worldly goods.

This is in accordance with Capablanca's dictum, 'Position comes first, material next. Space and Time are complementary factors of Position.'

Capablanca not only expounded this principle—but lived by it!

23 Kg2-f3

If White plays 23 Ra1-d1 instead, taking control of the d-file, Black replies 23 ... Rh8-a8 followed by 24 ... Ra8-a4 and 25 ... Ra4-b4, and plays havoc with the hapless Pawns, while the enemy Rook can accomplish nothing along the d-file.

## Ending 59

The position at this point:



Position after 22 Kc3-d3

23 ... Rf8-d8

Indicates his intention to continue by 24 ... Nc5-b3 and 25 ... Nb3-d2+, winning an e-Pawn.

24 b2-b4 Nc5-b3

25 Ra1-a7

Attacking the b-Pawn instead would have the sequel: 25 Ra1-a6 Nb3-d2+ 26 Kf3-a2 Rf8-d8 27 Nf4-f3 Nc2xa4, and after Black plays 28 ... h7-h6 (to keep the Knight out of g5) there are threats of winning a Pawn by

29 ... Ne4-c3+, as well as threats

of a more serious nature by

29 ... g6-g5, 30 ... g5-g4, and

31 ... Rc6-d2+.

25 ... Nb3-d2+

26 Kf3-g2 Nd2xe4

27 Nf4-f3 Rf8-d8

28 Ra7-a8

Unable to save his Queen-side Pawn, White tries to get at his opponent's Kingside Pawns:

28 ... Rd8xb8

29 Ra8-a8+ Ke6-f6

30 g3-g4 Nd4-g5

31 Nf3xg5

There's little choice, as Black threatened 31 ... Ng5-e6 followed by 32 ... Rb5xb4.

31 ... Kf6xg5

32 Kg2-g3 Kg5-f6

33 Ra8-h8 Kf6-g7

'Not a button!'

34 Rh8-e8 h7-h6

35 h2-h4 Kg7-f6

The picture on the board:



Position after 35 ... Kg7-f6

The attack on the Kingside was short-lived. An attempt to continue it would lead to this finish:

36 Ra8-h8 Rb5xb4 37 Rh8xb6

Kf6-g7 (the unfortunate Rook is now out of play for a while)

38 g4-g5 Rb4-e4 (clears the way for the Pawn) 39 Kg3-f3 Re4-c4

40 Kf3-g3 b6-b5 41 h4-h5 b5-b4

42 N5xg6 f7xg6 43 Rh6-h2 b4-b3

44 Rb2-b2 Rc4-b4 45 Kg3-f2

Kg7-f7 46 Kf2-e2 Kf7-e8

47 Kc2-d3 Kc6-d5 48 Kc3-c3  
Rb4-b6 49 Rb2-d2+ Kd5-e4  
50 Rc2-e2 (on 50 Kc3-b2 Kd4xc3  
wins) 50... b3-b2 and Black wins  
easily.

36 Re8-e8 Rf6xb4  
37 Rc8-e8+ Kf6-g7  
38 g4-g5 h6-h5  
39 Re8-e8 Rb4-g4+  
40 Kg3-h3 Rg4-e4  
41 Rc8-c3 b8-b5

#### 42 White Resigns

After 42 Rc3-b3 b5-b4 43 Kh3-g3  
Kg7-f8 44 Kg3-h3 Kf8-e7 (threatens  
to wander over to e4, drive the  
Rook off, and support the Pawn up  
the board) 45 Rb3-d3 Re4-e4, and  
now the threat of winning by  
46... Rc4-c3 forces the Rook to  
return to b3, whereupon the King  
advances to d5, c5, etc., and wins.

A beautifully played ending, one  
that now etches the seal.

## GAME 60

White: J. R. Capablanca

Black: S. Reshevsky

Nottingham, 1936

### Queen's Gambit Accepted

Reshevsky seizes the initiative early  
in the game, and throws Capablanca  
on the defence.

It takes skill and patience to  
equalise, but Capablanca has a  
plethora of both, and is not  
easily overwhelmed.

The position levels out, but  
gradually he gains a whisper of an  
advantage, and lures Reshevsky into  
an ending of Knight against Bishop.

The ending is played exquisitely  
by Capablanca, whose agile, high-  
stepping Knight dances rings around  
the bewildered Bishop.

1 d2-d4 d7-d5  
2 Ng1-f3 Ng8-f6  
3 c2-c4 d5xc4  
4 Qd1-e4+ Nb8-d7  
5 Qe4xc4

Since White can take the Pawn at  
his leisure, a good alternative is  
5 g2-g3, and if then 5... a7-a6,  
6 Nb1-c3 brings another piece into  
play.

6 ... e7-e6  
6 g2-g3 a7-a6  
7 Bf1-g2 b7-b5  
8 Qe4-e6

This holds back 8... c7-c5, but  
only temporarily.

8 ... Re8-e7  
9 Bc1-f4

Capablanca later suggested 9 Bc1-e3  
as better, with the probable contin-  
uation 9... Nf6-d5 10 Bx3-g5  
Bf8-e7 11 Bg5xc7 Qd8xc7 12 0-0  
Bc6-b7 13 Qc6-c2, with an even  
game.

Game 60

9 ... Bb8-b7

10 Qd6-c1

The Pawn of course is taboo, as after 10 Qd6xc7 Qd8xc7

11 Bf4xc7 Bb7xc7 wins a piece for Black.

10 ... e7-e6

This freeing move is almost a must for Black in Queen Pawn openings.

11 e4xc5 Bf8xc5

12 e4-e5 e4-e5

Black has more space on the Queen side, and the prospect of annoying White's uncomfortably placed Queen with his minor pieces.

13 Nb1-d2 Qd8-e7

14 Nd2-b3 Bc5-b6

15 Bf4-e3

Acting at simplification, White tries to rid the board of his opponent's powerful dark-squared Bishop, even if he has to lose several moves with his Queen to do so.

15 ... Rf8-e8

16 Qc1-d2 Nf6-e4

17 Qd2-d3 Ne4-c5

18 Nb3xc5 Nd7xc5

19 Qd3-d1

The Queen, having been driven from pillar to post, returns home from her wanderings.

This is the position



Position after 19 Qd3-d1

19 ... Bb7-a8

Alakhine considers this at one of several indifferent moves, and suggests instead at best

19 Bb7-d5, and if 20 b2-c3

Ra7-d7 21 Qd1-e1 Rd7-d8,

followed eventually by ... Qc7-b7, with a still freer position

20 Ra1-c1 Ra7-c7

Rashevsky's development of the Queen Rook to c7 by way of a7 is reminiscent of Janowski's similar insinuation of the Queen Rook into active play in his 1911 encounter with Capablanca at San Sebastian, where he also got the mighty Cuban in hot water (see Game 7)

21 b2-b3 Ne5-d7

Rashevsky could have temporized with 21 ... f7-f6, but relying on his great skill in the endgame, forest a couple of exchanges

22 Rc1xc7 Rd8xc7

23 Bc3xb6 Nd7xb6

24 Qd1-d4 Nb6-d6

25 Rf1-d1

Threatens 26 e2-e4 Nd5-d6

27 Qd4-d8†, winning the Bishop.

25 ... 17-f6

26 Nd3-e1 Bb8-g7

27 Bg2xd5 e6xd5

Undoubtedly weak, as it limits the scope of the Bishop, and relegates it to defence.

The better way was to capture by 27... Bb7xd5, but Reshevsky may not have wanted to allow 28 e2-e4 in response.

28 e2-e3 Qc7-e4

Hoping for 29 Qd4xe4 d6xe4, which allows the Bishop a bit more freedom—but Capablanca does not oblige!

29 h2-h4 a6-a5

30 f2-f3 Qc4xd4

Capablanca welcomes the exchange of Queens on his terms, which include keeping the Bishop confined behind the d-Pawn.

Alekhine suggests "30... Qxd4 e5 instead, and after 31 Kg1-f2, b5-b4 offers better chances."

But if we continue by 32 Qd4-b5, defence may be difficult for Black.

(Life is not easy facing Capablanca over the board!)

31 Rd4xd4 Rc7-e1

Reshevsky plays for further exchanges—which is *safer*!

The proper strategy was to bring the King to the center.

32 Kg1-f2 Rc1-e1

33 Rd4-d2 a5-a4

34 Na1-c3 Ra1-b1

## Ending 60

Position after 34... Ra1-b1

Reshevsky



Capablanca to move

A cursory glance at the situation would seem to indicate a routine win for White.

His Knight, a stronger piece in this position than the Bishop, can occupy such important squares as d4, c5, and b4, without fear of being driven off by the Bishop, whose influence is restricted to the white squares.

The Bishop, on the other hand, is not only restrained in its movements by the two weak isolated Pawns at d5 and b5, but has the thankless task of protecting them from capture.

Capablanca's initial procedure is simple enough. He forces an exchange of Rooks (to clarify the position) and maneuvers his King and Knight to dominating squares, and then occupies a passed Pawn.

Complications present themselves when his ingenious opponent



create a passed Pawn of his own. The problem of rendering this menacing Pawn harmless requires precise timing on the part of Capablanca.

The finish, with both sides rushing to queen their Pawns, is truly exciting.

35 Rd2xb2 Rb1xb2

Black must exchange, as

35 ... Rb1-d1 36 Kf2 e2 Rd1-h1  
37 b3xe4 wins a Pawn (or two) for White.

36 Nd3xb2 Bb7 c6

37 Nb2-c3 g7-g6

Reinisky is always dangerous, and puts up a hard fight in positions that appear hopeless. Here he begins a dangerous counter-attack that offers good chances of succeeding.

Passive play would let White bring his Knight to b4 and his King to d4, after which he could exploit Black's two weaknesses, the Pawns at c6 and b5, with relative ease.

Black could have embarked on another course (instead of the line he chose, beginning with

37 ... g7-g6) with no better result

though, as Fine indicates in his

book *Basic Chess Endings*, thus:

37 ... Kg8-h7 38 Nd3-b4 Bb5-b7

39 Nb4-c2 Bb7-c6 40 Nc2-d4

Bc6-d7 41 Kf2-e2 Kf7-e7

42 Ke2-d3 a4xb3 43 a2xb3 Ke7-d6

44 Kd3-c3 Kd6-c5 45 b3-b4+

Kc5-d6 46 Nd4-e2 Kd6-c5

47 Nc2-c1 Bd7-c6 48 Nc1-d3+

Ke5-d6 49 Kc3-d4 Bb5-c6

50 Nd3-b4 Bb8-b7 51 Nf4-e2,

Bb7-c6 52 Nc2-c3 Bb8-c6 53 g3-g4

(this reduces Black to Pawn moves)

53 ... g7-g6 54 h4-h5 h7-h6

55 f3-f4 g5xh4 56 e3xh4 Bc6-d7

57 Nc3xd5 Bd7xg4 58 Nd5xc6

Bg4-f5 59 Nf6-g8 Bf5-g4

60 Ng8xh6 Bg4xh5 61 Nf6-e5+

Kc6-d7 (unfortunately he may not play 61 ... Kc6 e6) 62 Kc6 e5, and the rest is simple.

38 h4xg6 Bb7xg6

39 Nd3-b4 a4xb3

40 a2xb3

Clearly, 40 Nbd4xc6 is unthinkable as Black replies 40 ... b3xa2 and gets a new Queen to repay him for loss of the Bishop.

40 ... Bc6-b7

41 g3-g4!

It is important to discourage any thoughts of getting a passed Pawn by means of 41 ... h7-h5 followed eventually by ... h5-h4.

41 ... Kg8-g7

42 Kf2-e2 Kg7-g6

43 Ke2-d3 h7-h6

The impetuous 43 ... c5-d4 is met by 44 e3-e4, and the d Pawn is lost.

44 g4xh6+ Kg6xh6

45 Kc3-d4 Kf6-h4

46 Nb4xd5

Wins a Pawn at the cost of freeing the Bishop, but—a Pawn's a Pawn for a' that and a' that.

46 ... Kf4-g3

47 f3-f4

This is how the board looks



Position after 47-48

Should Black exchange pieces first before going for a Queen, the play would go as follows: 47 ... Bb7xd5 48 Kd4xd5 g5-g4! In 48... g5xf4 49 e3xf4 Kg3xc4 50 Kd5-c5, and the win is elementary) 49 f4-f5 Kg3-h3 (the King must make way for the Pawn, and moving to the f-file lets White queen hit Pawn with check) 50 f5-f6 g4-g3 51 f6-f7 g3-g2 52 f7-f8(Q) g2-g1(Q) 53 Qf8-h6+ Kh3-g2 54 Qh6-g5+, and White exchanges Queens and wins.

Returning to the diagram:

47 ... g5-g4  
48 f4-f5 Bb7-c8  
49 Kd4-e5

Not at once 49 f5-f6 when 49 ... Bc8-e8 stops the Pawn in its tracks, and makes a win for White difficult at best.

Now there is a threat of queening the Pawn in a hurry

49 ... Bc8-d7  
50 e3-e4

The proper touch: The tempting 50 Nd5-f6 fails in its object, as after 50 ... Kg3-h3 51 Nf6xd7 g4-g3 52 f5-f6 g3-g2 53 f6-f7 g2-g1(Q) 54 f7-f8(Q) Qg1xc3+ 55 Ke5-f6 Qc3xb3, and White has no more than a draw.

50 ... Bc8-e8

51 Ke5-d4

Make way for the e-Pawn!

51 ... Kg3-f3

52 e4-e5 g4-g3

53 Nd5-e3

A diagram shows the sequence



Position after 50 Nd5-e3

The position is remarkable: Black seems to have a good defence in 53 ... Bc8-d7, but White can force a win with the aid of a Knight that does some fancy stepping in attack and defence, as Capablanca thus demonstrated: 53 ... Bc8-d7 54 e5-e6 Bd7-c8 55 e6-e7 Bc8-d7 56 f5-f6 Bd7-c8 57 Ne3-f5! (the key square—the Bishop must be destroyed) 57 ... g3-g2 In 57 ... Kf3-g4 58 Nf5xg3 Kg8xg3

## Ending 60

59 Kd4 e5 Bc4 f7 60 Kd5 d6 and wins) 58 Nf5-h4+ Kf3-f4 (or 58 ... Kf3-g3 58 Nh4-g2) 59 Nh4-g2+ Kf4-f5 60 Ng2-e3+ Kf5-c6 61 Ne3-d5+ Kf6-f7 62 Nd5-c7 Bc6-d7 (or 62 ... Kf7-ke7 62 Ne7-ke8 Ke7-ke8 64 Kd4-c6 and wins) 63 e7-e8(Q)+ Bd7-xe8 64 Nc7-ke8 Kf7-xe8 65 Kd4-c6 Ke6-d7 66 Kc5-b6 Kd7-c7 67 Kb6-a6 Kc7-c6 68 b3-b4 Kc6-c7 69 b4-b5 Kc7-b8 70 Ka6-b6! (this placing of the King in front of the Pawn, with or without the move) 70 ... Kb8-a8 71 Kb6-c7 and White wins.

53 ... Kf3 f6

54 e5-e6 g3-g2

The last hope, as the Bishop cannot

hold back the enemy Pawns indefinitely.

55 Ne3-g2+ Kf4xf5

56 Kd4 d5 Kf5-g4

57 Ng2-e3+ Kgd-f4

58 Kd5-d4 **Black Resigns**

There is no defence against 59 e6-e7 followed by 60 Ne3-d5 and 61 Nd5-c7, forcing Black to give up his Bishop for the passed Pawn.

An ending in the grand manner, impressive in its aristocratic elegance.

It is masterly play of this sort that moved Alekhine to say, 'Until the end, Capablanca could still evolve true pearls of chess art.'

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# Principal themes in the endings

The references are to game numbers.

## Capablanca has

Pawns  
Pawn  
Knight  
Bishop  
Bishop  
Bishop  
Knight  
Rook  
Rook  
Rook  
Rook  
Queen  
Queen  
Bishop and Knight  
Two Bishops  
Rook and Bishop  
Rook and Knight  
Rook and Knight  
Rook and Bishop  
Rook and Bishop  
Two Rooks  
Two Rooks  
Two Rooks  
Queen and Knight  
Queen and Bishop  
Queen and Knight  
Queen and Rook  
Rook and two Knights  
Two Rooks and Bishop  
Two Rooks and Bishop  
Queen, Rook, and Knight  
Queen and two Rooks

## Opponent has

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Bishop, 38  
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## Capablanca's tournament and match record

### Tournament record

Event	Rank	P	W	L	D
New York State, 1910	1	7	6	0	1
New York, 1911	2	12	8	1	3
San Sebastian, 1911	1	14	6	1	7
New York, 1913	1	13	10	1	2
Havana, 1913	2	14	8	2	4
*New York, 1913	1	13	13	0	0
St. Petersburg, 1914	3	18	10	2	6
New York, 1915	1	14	12	0	2
New York, 1916	1	17	12	1	4
New York, 1918	1	12	9	0	3
Hastings, 1919	1	11	10	0	1
London, 1922	1	15	11	0	4
New York, 1924	2	20	10	1	9
Moscow, 1925	3	20	9	2	9
Lake Hopatcong, 1926	1	8	4	0	4
New York, 1927	1	20	8	0	12
Bad Kissingen, 1928	3	11	4	1	6
Budapest, 1928	1	9	5	0	4
Berlin, 1928	1	12	5	0	7
Ramsgate, 1929	1	7	4	0	3
Carrubba, 1929	2-3	21	10	2	9
Budapest, 1929	1	13	8	0	5
Barcelona, 1929	1	14	13	0	1
Hastings, 1929-30	1	9	4	0	5
Hastings, 1930-1	2	9	6	1	3
New York, 1931	1	11	9	0	2
Hastings, 1934-5	4	9	4	2	3
Moscow, 1935	4	19	7	2	10
Margate, 1935	2	9	6	1	2
Margate, 1936	2	9	5	0	4
Moscow, 1936	1	18	8	0	10
Nottingham, 1936	1-2	14	7	1	6

\*Berkoff 0-3 and Szefer 10-11 retired, as their games being scored against them

*Capablanca's tournament and match record*

Event	Rank	P	W	L	D
Sammering, 1927	3-4	14	2	1	11
Paris, 1928	1	10	6	0	4
AVRO, 1938	7	14	2	4	8
Margate, 1939	2-3	9	4	0	5
Buenos Aires, 1939	-	15	7	0	8
<b>Totals</b>		<b>485</b>	<b>271</b>	<b>25</b>	<b>188</b>

**Match record**

Corzo, 1901	13	4	3	6
Marshall, 1909	23	8	1	14
Kostics, 1919	5	5	0	0
Lasker, 1921	14	4	0	10
Aschyns, 1927	34	3	6	25
Euwe, 1931	10	2	0	8
<b>Totals</b>	<b>99</b>	<b>26</b>	<b>10</b>	<b>63</b>
<b>Grand Totals</b>	<b>584</b>	<b>297</b>	<b>35</b>	<b>251</b>



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# Irving Chernev

## CAPABLANCA'S BEST CHESS ENDINGS

Chess endings have a tendency to lack in chess endgame or chess problems, endings are not theoretical or composed, but actual board positions, the game in every game when the superfluous falls away, leaving only the essential. Just Raúl Capablanca (1898-1942) had no need for isolated artistic theory or composition—he composed and created chess art as he played. All of his games—artistic, tactical, strategic, logical—all of his art shows clearest in his endings, as he himself was proud to declare, advising others to study them carefully. “In order to improve your game,” he said, “you must study the endgame before anything else, for whereas the endings can be studied and mastered by themselves, the middle game and the opening must be studied in relation to the endgame.”

The best way to follow Capablanca's advice is through this—the only book devoted to his great endings: 60 complete games emphasizing the grand final has annotated throughout.

Irving Chernev communicates in his notes the mystery and wonder as well as the delight in discovering again and again the original, inside mind of chess' greatest born player. “Various,” “inspired,” “poised,” “inspired,” “elegant” and “divine ingenuity” describe match and tournament games and endings against Alekhine, Nimzer Marshall, Nimzowitsch, Lasker, Réti and others, the best in the contemporary chess world. Capablanca's 11th game in the 1903 Cuban championship (which he won, aged 14) “surpasses any accomplishment by such other prodigies as Morphy, Reti, Pillsbury, and Fischer.” From age 14 through the last game in the book (nearly four decades later against Reti,ovsky at Nottingham, 1930), Capablanca's brilliant endgames in tournament atmosphere that seem like debates, game tournaments done at leisure.

Here then is the essence of Capablanca, analyzed for the instruction of players and the pleasure of chess enthusiasts. Included are sections of openings, themes in the endings and openings, as well as a bibliography and a record of tournament and match play.

Capablanca his players, the essence of the endgame; for readers, a classic chess study.

Unabridged Dover (1982) republication of Capablanca's *Best Chess Endings*, originally published by Oxford University Press, Oxford, 1930. A different from previous portraits of Capablanca has been used. Preface 161 diagrams. Index. Bibliography as a 28pp. 5 1/2 x 8 1/2. Paperbound.

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